TAKE YOUR GAME FURTHER

BRADYGAMES

MARIO PARTY 4

OFFICIAL STRATEGY GUIDE

by Paul Edwards

This game has received the following rating from the ESRB:

EVERYONE

E

CONTENT RATED BY ESRB

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MARIO PARTY® 4

OFFICIAL STRATEGY GUIDE

by Paul Edwards

BRADYGAMES®
TAKE YOUR GAME FURTHER

MARIO PARTY 4

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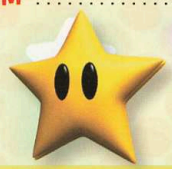


THE CAST OF CHARACTERS

PLAYABLE CHARACTERS

MARIO

Everyone's favorite plumber is taking some much-needed time off from the constant battles with Bowser and his minions. You might be wondering what Mario is going to do with his time off—he's going to party!

LUIGI

Wherever Mario goes, his little brother Luigi is sure to follow. After Luigi's recent ordeal at that haunted mansion, he's also grateful to have some time off!

PEACH

Peach is concerned Mario has been working too hard lately, so she's along to make sure he has a good time!

YOSHI

Yoshi is loved by all, so naturally he's invited to the party event of the year! Being one of the best dancers on the planet doesn't hurt, either. Yoshi loves to eat, so if you ever have him as a guest, be sure to have lots of mushrooms handy.

WARIO

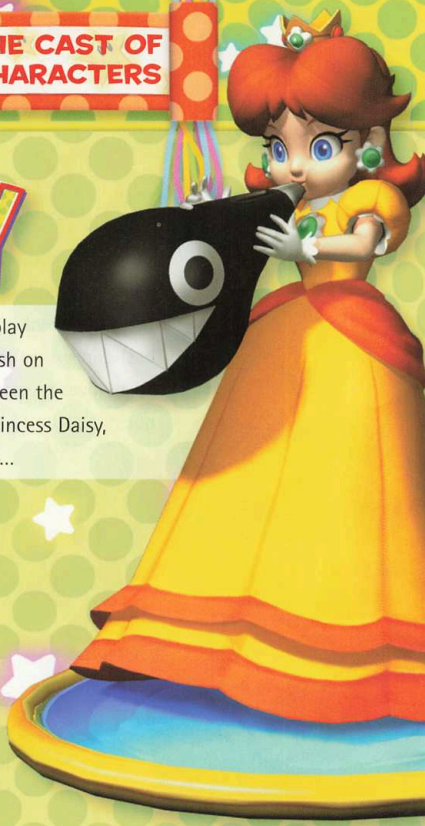
You know that kid in school who just couldn't seem to get along with any of the others? Well, Wario is that kid all grown up! He doesn't care about anyone or anything other than himself and beating Mario at any game. He lets his anger and jealousy take over and usually defeats himself before the game even starts.

DONKEY KONG

Affectionately known as DK to his closest friends, Donkey Kong is beloved by all. Once he loosens up, he's the life of any party!

DAISY

Daisy is a feisty girl who loves to get dirty and play with the rest of the crowd. Luigi has quite a crush on her, and it's rumored there is an attraction between the two. Waluigi also happens to have a crush on Princess Daisy, which may well cause some trouble at the party...



WALUIGI

Waluigi is Wario's younger brother, and he seems to suffer from the same shortcomings—aside from for his soft spot for Daisy.

OTHER CHARACTERS— BOARD GUIDES

Each board has a guide. The following characters are guides on the boards they created for this special birthday bash! Some guides help entertain, while others are there to spoil the fun. Be careful—each guide has his or her own hidden agenda. Once you are on the board, you can quickly tell which side the guides are on!

TOAD

Toad is the party master! He loves to see others enjoying all the hard work he puts into each of his bashes. Toad is truly a nice guy and wants even Bowser to have fun!

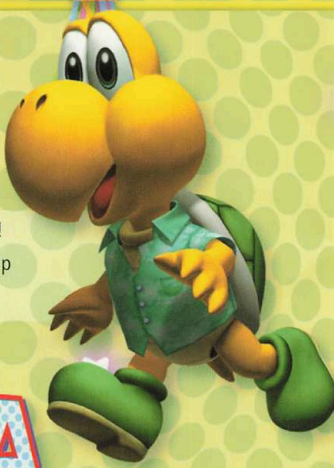
SHY GUY

Shy Guy is the quiet type. He keeps to himself and usually doesn't speak much. But that doesn't mean he doesn't like to party! Only he knows his true intentions.

BOO

Boo is here to ruin the party for you and the other guests! Given any chance, he and his cronies will try to spook you and even steal from you! They will stop at nothing to ruin this special day!

KOOPA

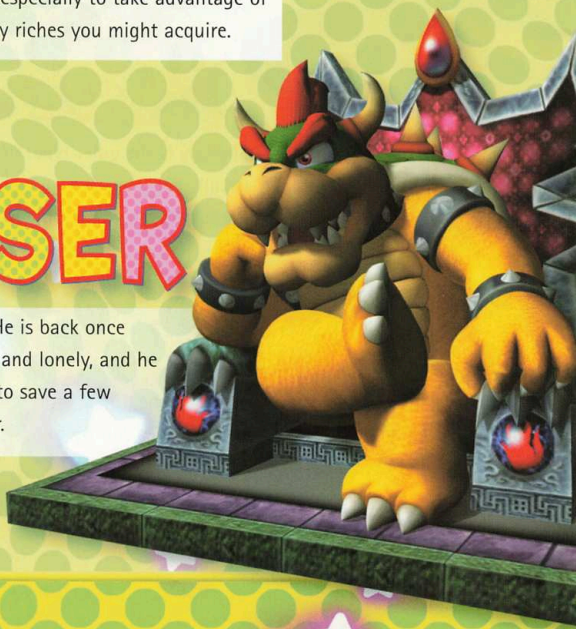


Koopa is here to make some money to help build up his resort! His motives are purely selfish, and he's certainly not out to help you in your quest to win the Party Star title.

GOOMBA

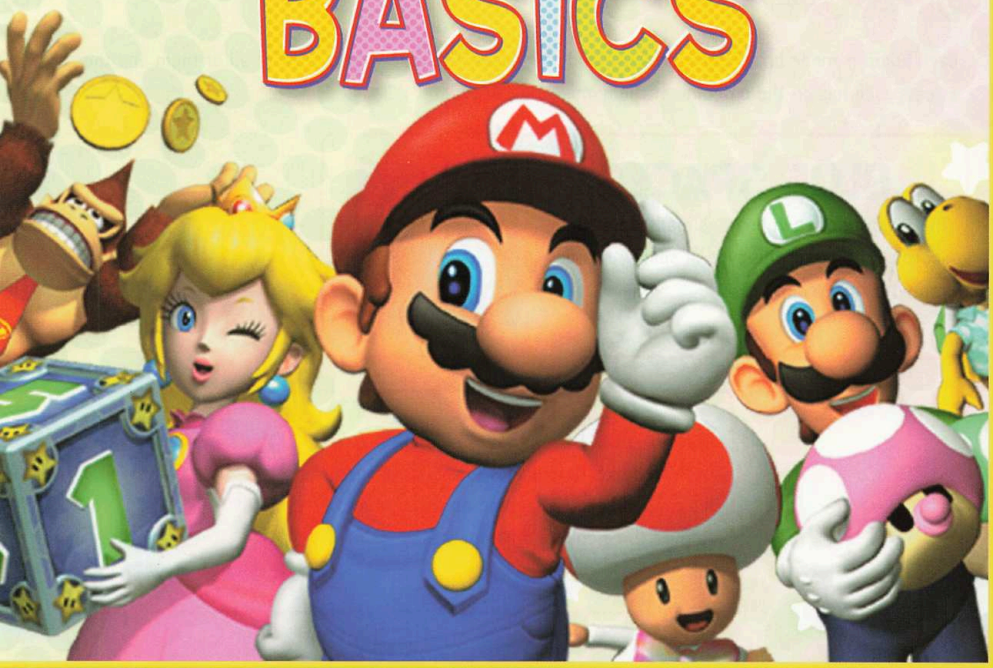
Goomba showed up at the party because he knows most people get lots of money for their birthdays. He has designed his board especially to take advantage of this and strip you of any riches you might acquire.

BOWSER



This monster needs no introduction. He is back once again to wreak havoc. He is truly sad and lonely, and he needs to be taught a lesson! Be sure to save a few birthday paddles for this party pooper.

BOARD GAME BASICS



DICE BLOCKS

At the beginning of each game, every player must roll to determine the order in which they will move. The player who rolls the highest number goes first, the second highest goes second, and so forth. Pressing the A Button makes the die stop rolling. Because the order in which the numbers appear on the face of the block is completely random, a good dose of luck is required to get a high number. It is possible to roll more than one die at a time utilizing the Mini-Mega System. If you use a Mega or Super Mini Mushroom, you can roll two dice at once. If you roll two identical numbers, you get rewarded with a bonus of 10 coins, while rolling double sevens nets you 20 coins. Using a Super Mega Mushroom gives you the ability to roll three dice at once. If you roll three of the same number, then you receive 20 coins. Rolling triple sevens gives you a special reward. I wonder what it is...

SPACES

Each board is made up of eight different kinds of spaces. The following is a list of all of them and the effects each has on the outcome of the game

BLUE SPACES

The majority of each board is made up of Blue spaces. Landing on this type of space rewards you with three coins.

RED SPACES

There are fewer Red spaces than Blue spaces. This is good because landing on these spaces removes three coins from your stash.

MUSHROOM SPACES

When you land on a Mushroom space, two blocks appear above the player's head and you are given a choice between the two. Inside each block is either a Mini Mushroom or a Mega Mushroom. Unfortunately, you can only hold three items at a time, so if you land on one of these spaces and you've reached your limit, you won't be able to choose a prize.

WARP SPACES

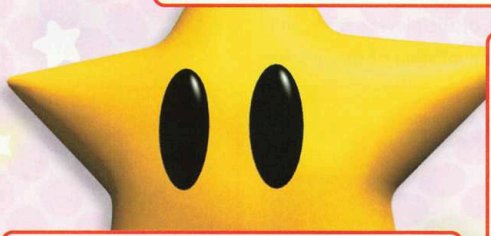
The Warp spaces spring you across the board to the location of another player. The player you're transported to is determined by a roulette-style game. A round board displays the faces of the other three players. Pressing the A Button stops the needle on one of the player's faces and launches you to the location of that player.

BATTLE SPACES

Battle spaces are marked with a picture of a Bob-omb. If a player lands on one of these spaces, a counter pops up and displays an amount of coins. The computer randomly chooses one of these amounts and then each player must ante up that many coins to take part in the battle game. Most of the time, the computer lets the players who don't have enough slide by for the sake of keeping the party going. During a Battle game, all the coins are added up and awarded to the winners of the game. Winning a battle game can quickly put you way out in front of the other players in terms of coins, or it may enable you to catch up if you're behind.

FORTUNE SPACES

Fortune spaces allow the player to participate in a short Mini-Game of pinball to decide what events will take place and which players will be involved. All of the events can turn the entire game around and give one person the lead or bring a player back from the ashes to take the lead. Some of the events involve the exchange of coins or Stars between two players. Choosing yourself as one of the players is often risky because you might get the short end of the switch and lose your lead. If you are in first place, it's generally a good idea to keep yourself out of the game and pick the second-place player and the player who's in last place. This is suggested because if they switch, it puts the one who is losing most of the Mini-Games in second place, which means he or she won't be able to catch up to you.



BOWSER SPACES

Players unlucky enough to land on a Bowser space quickly find themselves at the mercy of the big bully. Bowser either takes some coins from you or starts a Bowser revolution, which means he takes all the coins from each player then divides them equally amongst all players. Occasionally, Bowser chooses one of three games that the players must compete in to decide whose coins will be taken away!

HAPPENING SPACES

Landing on a Happening space causes an event to take place that is relevant to the game board on which you are currently playing. Some are good and some are bad—the only way to tell is to play!

HIDDEN BLOCKS

Hidden Blocks are located on any space on any board. Their location is a closely guarded secret by the board maker. If you are lucky enough to stumble onto a space containing a Hidden Block, you are usually rewarded with a Star—sometimes two!

INTERSECTIONS AND JUNCTIONS

Little arrows on the board paths indicate the proper flow of traffic. Sometimes you will reach an intersection where you can choose which way you would like to proceed. Some paths, however, are blocked with a green pipe. To go down that path, you have to be mini-sized! Be sure to scan the board before you move and plan ahead if the direction you need to go requires you to be small.

At other times, you will reach a junction. This is different from an intersection because you cannot choose your direction—the computer chooses it for you.

SHOPS

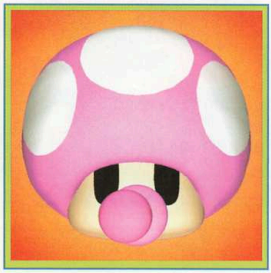
Shops are located at various positions on each map. The following section lists each shop and the services you can acquire within them. To access a building or shop, you need to pass by the space it is on; you are not required to land on it.

ITEM SHOP

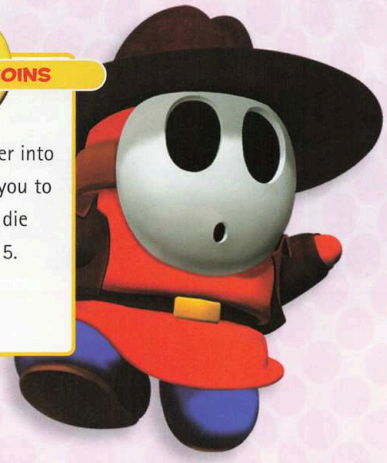
The Item Shop is the most useful, hosting a number of items to help you get ahead and wreak havoc on other players. Here's a full list of items and their effects:

MINI MUSHROOM

5 COINS



This item turns your player into a mini-version, allowing you to pass through pipes. Each die only rolls between 1 and 5.



SUPER MINI MUSHROOM

LOST

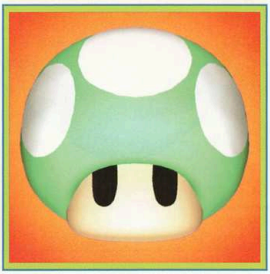
15 COINS

This item also turns you mini, but it allows you to roll two dice instead of one. Each die still only rolls 1 through 5.

MEGA MUSHROOM

LOST

5 COINS



This mushroom makes you mega sized. You also can roll two dice instead of one, and each die rolls between 1 and 10.

SUPER MEGA MUSHROOM

LOST

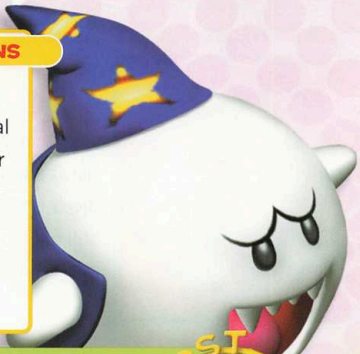
15 COINS

The Super Mega Mushroom is much like the Mega Mushroom. In fact, the only difference is you can now roll three dice!

BOO'S CRYSTAL BALL

COST 25 COINS

Use this item to have Boo steal coins or a Star from the player of your choice! The victim has a chance to limit the number of coins taken by pressing the A Button rapidly.



MAGIC LAMP

COST 30 COINS

Call on the powers of the Genie of the Lamp, which will teleport you directly to the location of the Star! This item is definitely worth the price! Once you get to the location, you need 20 coins to buy the Star.

CHOMP CALL

COST 15 COINS

This item unleashes the chomps! They track down the holder of the next Star and force that player to change its location. This item comes in handy when you can't reach the Star yourself and other players are closing in on it.

SWAP CARD

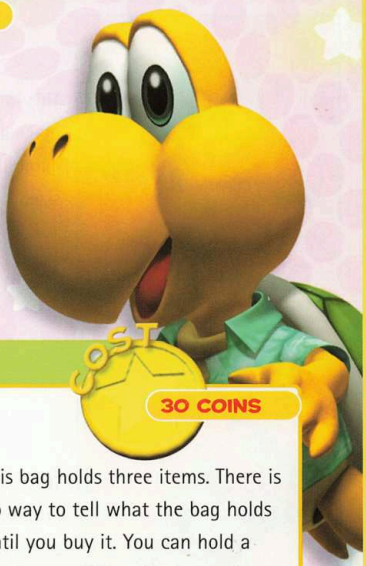
COST 15 COINS

This card randomly chooses a player with whom you are forced to switch items. This is a great item to have when other players have a Magic Lamp or something else you need. Because the choice is random, it can backfire, but sometimes it's worth the risk.

SPARKY STICKER

COST 15 COINS

Using this item electrifies the space you are currently on. If another player passes over the space, he or she will get shocked and lose some coins.

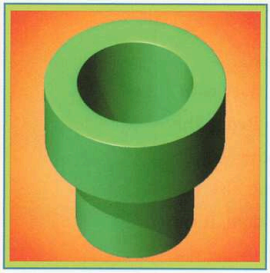


ITEM BAG

COST 30 COINS

This bag holds three items. There is no way to tell what the bag holds until you buy it. You can hold a maximum of three items, so if you have an item or two already, then you won't get all three items.

WARP PIPE



COST 10 COINS

This item swaps places with you and one randomly chosen player.

MINI-MEGA HAMMER

COST 10 COINS

This item enables the player to make any other player on the game board mini- or mega-sized.

GADD LIGHT

COST 15 COINS

This special flashlight made by Professor E. Gadd chases away any Boos that another player has unleashed upon you.

LOTTERY SHOP

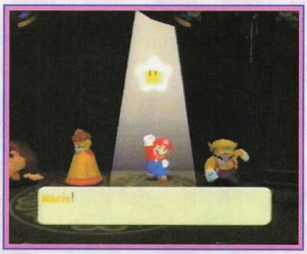
The Lottery Shop is a great place to spend a small amount of coins for the potential to gain more in return. Unfortunately, you never know what game you will get until you pay the coins.

In the scratch-off game, the odds are not stacked in your favor. The roulette wheel gives you a much better chance of getting something for your coins. The prizes are the same in either game. First prize is 100 coins and second prize is 30 coins. Third prize is a Mega Mushroom, and the fourth prize is absolutely nothing. The first time a player enters the Lottery Shop (per game), that player receives what is called a Lucky Lottery Ticket, even if you don't pay the five coins to play the lottery games. This card comes into play during the Last Five Turns Event. The guide for each board randomly picks three characters, and if you have the card that contains those characters in that specific order, then you receive a Star for free! Even if you don't want to spend the money on the lottery game, you should at least stop in to get the card.

BOO HOUSE

At the Boo House, you can purchase a Boo to do your dirty work for you. These henchmen-for-hire can steal coins or Stars from other players, if the price is right.

THE LAST FIVE TURNS EVENT



When you reach the point in the game at which there are only five turns left, the guide pops up. The guide holds the Lucky Lottery Ticket drawing, where all the players who have a ticket have a chance to win a Star. The player who is in last place gets a chance to turn things around for everyone. All the player has to do is press the A Button to stop the wheel. Whatever event it stops on will occur. Following is a list of all the events.

- All Red spaces turn into Bowser spaces.
- Red and Blue space values are doubled.
- All Red spaces turn into Fortune spaces.
- All Stars become free; if you land on a Star space, you do not have to pay the 20 coins to get the Star.

END GAME BONUSES

Even after the game is over you still have three more chances to earn at least one Star! The guide of each board awards a Star to the player who:

- Had the most coins at one time
- Has won the most coins during Mini-Games
- Has landed on the most Happening spaces

GAME BOARDS

TOAD'S MIDWAY MADNESS

DIFFICULTY ★☆☆

EVENTS

COFFEE CUP

The revolving coffee cups can put a damper on any birthday party. The arrow on top of the cups shows you which direction you will be facing when you finally manage to get out. Every time someone passes through the cups, the arrow changes and the next lucky partygoer passes in a different direction. If the arrow points up, you are forced to go back around, eventually meeting up with the cups again. You will quickly learn to dislike this event more then any other—a little bad luck can quickly take you out of the race in a repeating circle for the better part of the game.

ROLLER COASTER

If you pass this space, Toad asks if you would like to ride his shiny new coaster. This does not come without a price; Toad needs five coins in exchange for a trip on his new toy. Toad's ride travels between two points and cannot be used unless the coaster car is on the end where the player landed. However, if you happen to be on the coaster's path when another player chooses to ride, you will be chased off the tracks and end up where the coaster stops. This also happens if you land on a Happening space while on the tracks. Accidentally landing on these tracks can put you far away from your intended destination, but if you are looking to travel far, you'll not find a more pleasant way to travel.

SPACE MAZE

The player chooses from one of three rockets. The selected rocket then climbs up to the maze, where it follows a selected path. At the end of this path sits a prize of 5, 10, or 20 coins. Once you choose the rocket, you have no control over it, so choose wisely.

MERRY-GO GAME

The merry-go-round is split up into four sections, with an item in each one. Each item can be bought at the item shops, though it's much better to win one. The only drawback is that you are never quite sure which item you will get. Whatever item the player is lined up with when the merry-go-round stops is the item the player is awarded. Press the A Button to stop the ride when you think you are close to the item you wish to win.

SHY GUY'S JUNGLE JAM

DIFFICULTY ★☆☆

EVENTS

BRIDGES

A big river flows right through the middle of the board. Two bridges allow players to safely pass over the rushing waters, unless there's a flood, in which case they're useless until the floodwaters settle.

FERRY RAFT

The Ferry is a quick way to travel across the board. You have to pay five coins for a one-way trip on the ferry. If the waters are flooded, it will cost 10, or possibly even 20, coins.

SHY GUY WELL

Players landing on one of the Happening spaces in front of the Shy Guy statue are asked to make a happy or sad wish. Depending on Shy Guy's reaction, one of two things will occur. If the reaction is a positive one, then the player continues as if nothing happened. If Shy Guy reacts negatively, then the large statue at the top of the board starts to cry and its tears flood the river, disabling all the bridges and all other Happening spaces until the flood is over. A stone in the middle of the statue's head displays a number, which indicates how many turns the flood will last—1, 2, or 3.

CONDOR RIDE

If a player lands on the space in front of the mighty condor, he is offered a ride to the other side of the map for five coins. This works much the same way the ferry does, except on the condor, you can lean him left or right to collect coins along the way. If you are feeling adventurous, then you can steer the condor over the volcano. Sometimes the volcano erupts, spewing out a lot of coins. If you choose to go this path, you won't be able to collect the other coins, so if the volcano doesn't erupt, you are left with nothing.

Although you have the option to steer the condor, leaving the Control Stick in the neutral position allows the condor to automatically collect the coins in the air. Alternatively, you can steer away from this path toward the volcano. If the volcano happens to erupt, then you'll easily get at least 15 to 20 coins. Unless you're feeling lucky, it's usually best to let the condor steer so that you at least get *some* coins.

HOW HIGH, FLY GUY

This Mini Mini-Game is a good chance to earn some quick coins. Fly Guy stands next to a totem pole on which there are coin values listed. You have a chance to win 1, 5, 10, 15 or 20 coins while playing. Tapping the A Button repeatedly turns the dial on the back of Fly Guy. The more times you press the A Button before the time runs out, the higher Fly Guy will fly, earning you more coins.

If you play, you earn one coin even if you do nothing.

TREASURE TREE

Three items swing from this tree. Pressing the A Button when the desired item is directly overhead scores you the item. Timing on this game is fairly easy—you should be able to score good items with little difficulty.

GOOMBA'S GREEDY GALA

DIFFICULTY ★★☆

EVENTS

ROULETTE

A big roulette wheel divides the game board into four sections. Each section is marked with a color panel next to the roulette wheel. When you reach the wheel, the Goomba kicks the metal ball onto the roulette wheel. The color it lands on determines the section of the map you go to. You can increase the odds of landing on the color where the Star is located by paying the Goomba coins. You can pay 5, 10, or 20 coins. The more you pay, the higher your chances of getting the color you need...but there are no guarantees. It's certainly possible to spend 20 coins and still not get the right section.

Paying 20 coins to fix the game really isn't worth it. Try paying five if it's early in the game or 10 if you have a lot of coins to spare. Save as many of your coins as you can so you can actually buy the Star if you reach it. It's useless to spend 20 coins to get to the section if you don't have enough coins to buy the Star. By the time you do, someone else usually has entered the same section and purchased the Star.

CHIP RIDE

If you stop on a Happening space at the top of the board, you quickly find you're sitting atop a poker chip. A Goomba kicks the chip, which bounces back and forth (think air hockey), allowing the player to collect whatever coins he or she runs into while on the chip. You can't control yourself during this little game, which means you're at the mercy of Lady Luck.

DICE DUEL

If you pass this space on the board, you have to duel a Goomba in a game of chance. The Goomba rolls his die, then you roll yours. Whoever rolls the highest number wins. If you win, you get 10 coins and the ability to continue on your merry way, but if the Goomba wins, you have to go all the way back to start. Each section of the map contains one of these panels. It's a good thing, too, because it's the only way to get out of the section if you happen to get a bad play on the roulette wheel. Don't get frustrated if you keep having to go back to the start. Even if other players are getting a Star or two, just keep your focus on placing high in the mini-games and getting the most coins. You can always pay a Boo to steal a Star if you need to, and most games won't last long enough for one player to get more than two Stars anyway. You still have a chance if you win all the bonus Stars at the end of the game.

If the Goomba rolls a 10, the game is automatically over because you can't roll higher than a 10.

SLOT MACHINE

The slot machine works just like any other; stop the drums by pressing the A Button, and if all three numbers are the same, you win that amount of coins. You can win 5, 10, or 20 coins.

GOOMBA POKER

Three Goombas each hold an item. They hide the items and shuffle about. The player then chooses one Goomba and the item it holds is the player's to keep.

Even if the numbers don't match, you still receive one coin!

BOO'S HAUNTED BASH

DIFFICULTY ★★☆

EVENTS

RED BOO CANDLES

Red Boos light the way with candles at all the bridges on the board. When the game starts, all the bridges that are lit allow passage. Whenever a player passes in front of the Big Red Boo, all the smaller Boos, and the bridges their candles illuminate, disappear. All the bridges are then out until a player passes in front of the Big Red Boo once more.

BIG BOO

When a player lands on one of the Happening spaces in front of Big Boo, a countdown begins. The third time a player lands on the Happening spaces, Big Boo appears and takes coins or Stars from the other three players. The player must pay 150 coins for Big Boo to steal for him or her.

HORN OF PLENTY

A Boo shows the player three different items and then places them inside his trumpet. The player then presses one of the three valves on the trumpet, and receives one of the items.

MYSTERY TRAIN

The Mystery Train only runs when there are no Red Boos on the board. When you pass in front of the area with the coffin, you jump on the train and you're taken for a ride. When you reach an intersection, you can choose which direction you would like to go. If another player is in the train's path, he or she will be picked up and forced to ride the train to the final destination. There are four different destinations from which to choose.

RHYTHM AND BOO

A Boo tests players' musical abilities by asking them to repeat the keys he presses on the piano. Players must press a controller button for each key on the piano within a set amount of time. As you get further into the game, the time you have to press the buttons gets shorter and shorter. After each successful button press, the player is awarded with an increasing coin amount: 1, 3, 5, 7, 10, 14, 18, and 20 coins.

KOOPA'S SEASIDE SOIREE

DIFFICULTY ★★☆

EVENTS

DOLPHIN RIDE

There are piers located throughout the board with images of fruit on them. When a player lands on a Happening space in front of one of these piers, a dolphin gives the player a ride to the matching fruit pier (Pineapple to Pineapple, Watermelon to Watermelon, or Orange to Orange). There are six piers, two for each kind of fruit. On the Watermelon pier ride, the player receives three coins as the dolphin jumps across the board.

KOOPA'S KABANA

When players pass the Koopa Kabana, Koopa stops them at two of the Koopa spaces on the board. The players are then forced to invest five coins (or all the coins they have if they have less than five) into the growth of Koopa's Kabana. Koopa saves these coins, and for every 10 coins saved, up to 45 coins, Koopa's Kabana grows visually. Coins over 45 still count toward the total investment. Once one of the players lands on one of the six Happening spaces in front of Koopa's Kabana, that player must pay for a night's stay at the Kabana, totaling all the money invested so far. This can get quite expensive! After a player has finished his stay, a big wave washes away the Kabana. The hotel is then rebuilt, starting with zero coins.

UKIKI'S BANANA PEEL JUNCTION

At this junction, Ukiki throws down a banana peel on the board. The player then enters the junction, slips on the peel, and randomly falls in one of two directions.

WATERMELON

Watermelon is a simple yet tricky Mini Mini-Game. At the start, three items are placed on the stage, one on either side and one in the front. The player goes on stage to select an item. Here is where the tricky part comes in: The stage spins and your controller directions are switched randomly! So, for example, pressing Up on the Control Stick might move you to the left! You have a limited amount of time to get to an item, which increases the difficulty even more.

FISHING

During this game, a Koopa will allow the player to select three fish of small, medium, or large size. Then he will toss a magic hand into the ocean, which will pull out a fish. The player will then receive coins depending on what size fish are caught.

BOWSER'S GNARLY PARTY

DIFFICULTY ★★★

EVENTS

BRIDGE OVER MAGMA

The bridge over the magma isn't very sturdy—after each use, parts of the bridge plummet into the hot magma below. After three uses, the bridge crumbles away completely and another bridge appears. The direction of the path changes. The bridge at the alternate start does not crumble away like the others, but its direction will change depending on Bowser.

BOWSER'S STATUE

When any player stops on one of the Happening spaces in front of Bowser's Statue, it shoots a flame, damaging any players within range. If it shoots a blue flame, it burns one of the players' items, making it useless. If you don't have any items, you aren't harmed at all!

BRAKE BULLET BILL

The player stands in front of a cannon that fires Bullet Bill and must stop him (by pressing the A Button) as close as possible to the marked line on the ground. The closer you get, the more coins you receive, up to a maximum of 20. The minimum is one just for participating.

KOOPA KID SHUFFLE

Three items are placed in separate boxes in front of the Koopa Kid. Players then select a box and Koopa Kid reveals which item they get.

BOWSER

Bowser continually moves around his board, bothering all the players. If you are unlucky enough to pass by Bowser, one of four events take place. If you are mini-sized when you pass him, he sends you all the way back to the alternate start. If you are normal size, he takes half of your coins. If you are mega-sized, then he forces you to play either an ability battle or a lucky battle. If you beat Bowser, you can continue without any penalties, but if you lose, you have to pay him half of your coins.

Lastly, Bowser can perform what is called a "Bowser Turn," changing everyone into mini-sized characters.

THE MINI-GAMES

After each player's turn is completed, a Mini-Game will be launched. The type of Mini-Game is determined by each player's panel color. If all the players end up with blue or red player panels at the end of the turn, a 4-player Mini-Game will begin. Supposing three players have a blue player panel and one player has a red one, or three red and one blue, then a 1 vs. 3 Mini-Game is selected. Now let's say that two players' panels are blue and two are red. This causes a 2 vs. 2 player Mini-Game to unfold. Following is a list of each type of Mini-Game and tips on how to place high in them.

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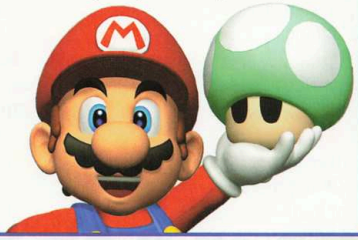
4-PLAYER MINI-GAMES

MANTA RINGS

DESCRIPTION

This Mini-Game requires you to dive through each ring of air bubbles while trying to avoid all of the sea creatures that are out to get you. Each ring is worth one point and each gold Manta ring is worth three points. If any enemies hit you, you lose one, two, or three points per hit.



Manta Rings
Start
Practice
Game Rules
Next
Dive through the rings while swimming in the ocean. Each ring is worth one point. If any enemies hit you, you'll lose points.

TIPS

Speed and accuracy are the keys to this Mini-Game. All the normal rings are in a set pattern, but the gold Manta rings are dropped into place when a manta ray swims by. Watch carefully for these rings, as they can be the difference between winning and losing in a close race. If you are hit by any of the enemies, then you lose one, two, or three points.

TIPS - CONTINUED

Enemies to look out for include the sharks, squids, and the large eel near the end. The squids are by far the most annoying because they come at you in a horde, which makes it harder to avoid them. The large eel close to the end of the race swims across the screen horizontally in one of three positions. Thankfully, he is easy to avoid. Press the A Button as fast as you can throughout the race to ensure your player is swimming at full potential.

SLIME TIME

DESCRIPTION

This is one of those "press the button as fast as you can" games. At the start of Slime Time, a huge glob of slime falls on each player. The goal is for the player to try to get to the middle area the fastest to escape the gooey hold of the Big Slime.

TIPS

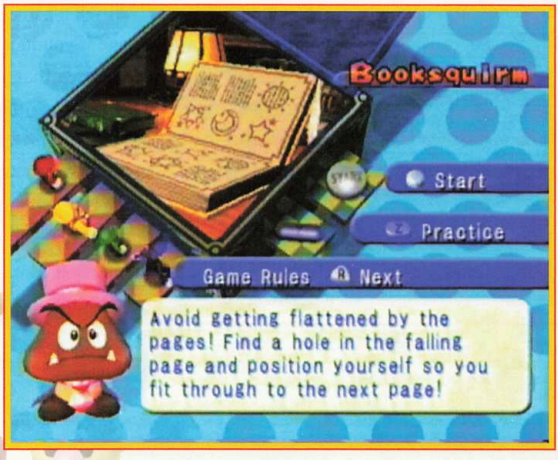
Keeping a fast, steady pace gets you the quick win during this game. Your finger should never stop touching the surface of the button—keep it pressed low and compact. You really have to pick up the pace near the end, as it takes more presses to clear the last couple of panels. If you stop pressing the button, you get slung back to the beginning by the slime.

Make sure you start tapping as soon as the 'START' letters appear on-screen. Your character won't start to move quite yet, but you will be sure to get a good, quick pace as soon as you are able to move.

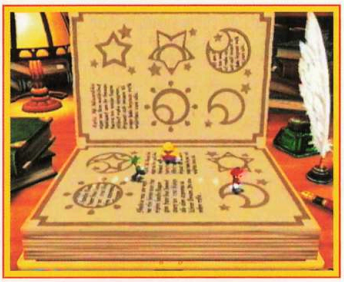
BOOKSQUIRM

DESCRIPTION

Booksquirm is one of the more original games in Mario Party 4, and it happens to be one of the most fun. The object of this game is to avoid getting squished by the falling pages. Each of the falling pages has at least one hole cut out of it. You must position yourself on your page so that you're aligned with a hole in the falling page, thus avoiding getting squished. The player that lasts the longest wins the game.


Booksquirm
Start
Practice
Game Rules
Next
Avoid getting flattened by the pages! Find a hole in the falling page and position yourself so you fit through to the next page!

TIPS



If you look closely at the page before it begins to fall, you can see where the hole is cut (you can see into the other page behind it). Move quickly once you know where the holes are, and you'll find them in one of six places: upper-right, middle-right, upper-left, lower-right, lower-middle, and lower-left. Since each hole is cut into a shape with three possible sizes, knowing which spaces are the easiest to fit through is an integral part of making it past the early stages of the game. Circles of any size, stars of larger size, and half moons of large to medium size are the best shapes to aim for. Stay away from the smaller stars and half moons because they are a bit deceiving with their sharp edges. The actual amount of space a player has to fit through is a lot smaller than you might think at first glance.

TIPS - CONTINUED

Once you have spotted all the holes in the page, quickly get into position and try not to get into a pushing battle with other players. It helps if you look at the shadow the page casts as it descends. You can actually see where the shape will fall on the bottom page if you look closely. If you see that more than one other player is trying to fit through the same hole as you are, quickly jump ship and go for the next closest one. Be warned, though—when the pages start flipping faster and faster, sometimes you have no choice but to stand your ground and fight!

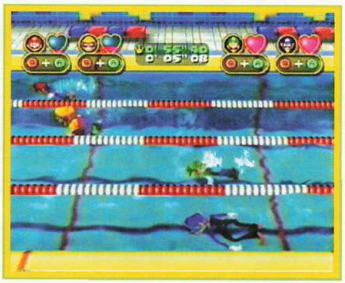
MARIO MEDLEY

DESCRIPTION

Mario Medley
Start
Practice
Game Rules
Next
Breaststroke, Backstroke, and Crawl. You must do a 25-meter lap of each different stroke to win this race.

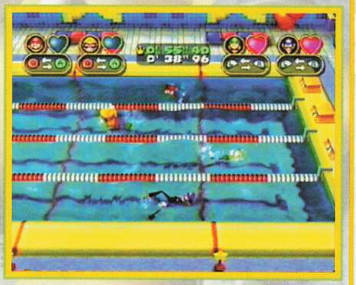
No party would be complete without a little time in the old pool! Here, the players face off to see who is the best all-around swimmer. Players are tested on the breaststroke, backstroke, and the crawl. Short bursts of speed and constant attention to your heart meter is a must if you wish to take first in this race.

TIPS



Give it all you have to get out to an early lead. Keep your fingertips even and your button presses short and steady. Keep a close eye on your heart meter, as it is the key to winning this race. When you see the heart meter drop to about 25%, let off just a bit and keep a slow but steady pace. The timing on this is a bit tricky and you don't want to go so slowly that you get behind and aren't making decent forward progress—but you also don't want to press so fast that your meter keeps going down. When you find the happy medium, you will notice that your heart meter will actually start to build up while you are still moving forward at a decent pace. Keep this slow pace until you reach about 50% to 75% on your meter and then go all out again until you see it drop to about 25%. Repeat this all the way until the end of the race.

If you are swimming a close race and the others are starting to catch up with you, consider storing up some reserves into the 80-90% range. Then wait until you see the middle red line of the course before unleashing the fury (what I like to call the game-ender). Not only will this shoot you to the finish as fast as possible but it usually dashes the hopes of the other players. If just winning the race isn't good enough for you and you want to totally smash your friends, then you must learn how to quickly change hand positions to get ready for the next phase of swimming. This is different for each player, so just find your most efficient way to press each button configuration and then learn the quickest way to change from each position to the next.



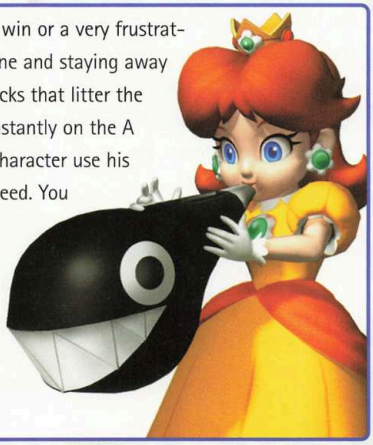
AVALANCHE!

DESCRIPTION

There's nothing like skiing down a forty-five degree slope with a huge snowball tumbling after you! This is a race to the bottom. Players must use their poles to speed up, or they will surely meet their snowy doom.

TIPS

Avalanche can be an easy win or a very frustrating loss. Keeping a good line and staying away from the side walls and rocks that litter the path are a must. Bang constantly on the A Button, as it makes your character use his or her poles to increase speed. You need to hit both jumps to win. When you jump, you fly down the course.



TIPS - CONTINUED

Never give up on this course, no matter how far behind the leader you are, as this game is all about the upset! If the lead person misses a jump, hits a rock, or even just scrapes the side wall, you're right back in the race. Keep to the middle of the course and hit both jumps with a lot of speed. Never give up and remember that there is no reward for second place in this Mini-Game!

DOMINATION

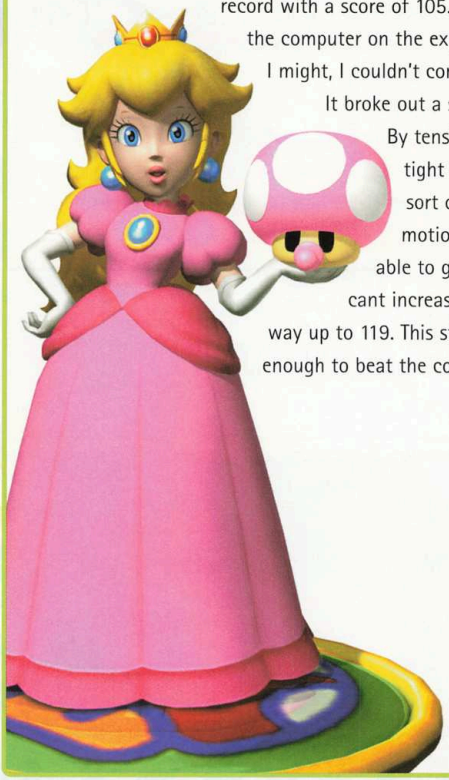
DESCRIPTION

If you are one of those people who can press buttons faster than normal humans, this game is right up your alley. In Domination, simply press the A Button to set up a Whomp domino; the faster you press the A Button, the more dominos you can set up. When the time limit runs out, the dominos will be knocked over and whoever had the most dominos will win.

Never has a game with rules this simple been so hard to win! Your button-pressing skills will be pushed to the max in Domination.

TIPS

Unfortunately, most can't press a single button with the ferocity it takes to break the 100-domino mark in this game. The default record for this game is 80. I was happy when I smashed that record with a score of 105...until I played the computer on the expert level. Try as I might, I couldn't compete with it. It broke out a score of 127. By tensing up real tight and getting sort of a pulsing motion going, I was able to gain a significant increase. I got all the way up to 119. This still wasn't good enough to beat the computer!



PARATROOPER PLUNGE

DESCRIPTION

In Paratrooper Plunge, all four players jump from an airplane and have to collect as many coins as they can before landing, all the while trying to avoid getting hit by enemies that are trying to stop them. If you get hit four times, then you are out of the game. Don't worry, though; this is a coin-based Mini-Game, which means that even if you don't finish, it doesn't really matter because you get to keep the coins you earned.

If you complete the course and finish with the most coins, then you have given yourself a much needed first place finish, which comes in handy if you are trying to get the Mini-Game Star at the end of the game.

TIPS

You shouldn't have to worry too much about the Shy Guys because they are stationary. The Flying Koopas, on the other hand, can cause quite a mess. The Koopas fly in straight paths, so it's best to line up on one side where a Koopa starts and work your way around from the first one that moves. This keeps you out of harm's way; just be sure to watch out for the other players, because they will usually get in your way. Hopefully, the Koopas will knock out one or two of them.

TIPS - CONTINUED

The next thing you need to concern yourself with is collecting coins and coin bags. Coin bags are worth five coins each, and there are two instances on the way down where you encounter these clumped in groups of three in a triangle pattern. Getting all three is impossible, so you should concentrate on getting only one bag and then getting back to safety. Surviving the entire drop increases your chances at nabbing some coins, but it's not a necessity, so don't get too bummed if you get knocked out early. You always have a chance, and at least you get to keep the coins you collected, so you won't leave empty-handed.

TOAD'S QUICK DRAW

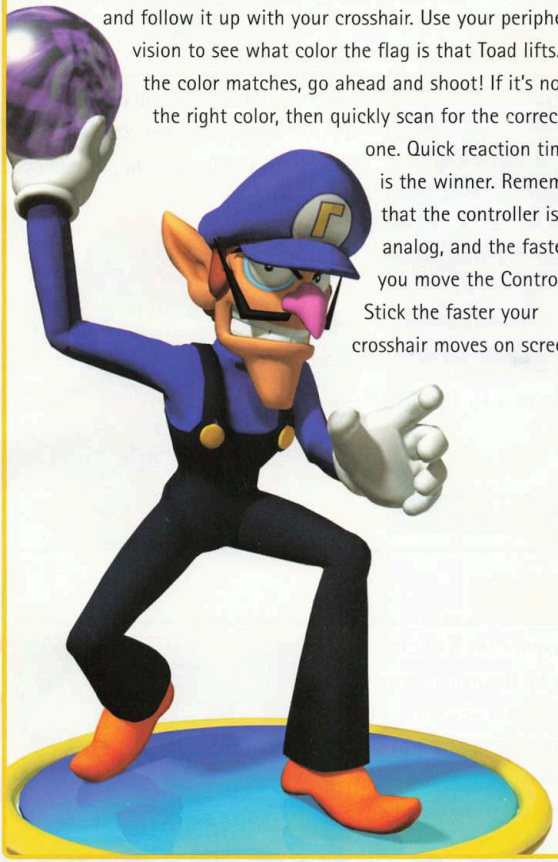
DESCRIPTION

Toad's Quick Draw
Start
Practice
Game Rules
Next
When Toad raises the flag, you have to find the balloon that's the same color and shoot it.

This Mini-Game is short and to the point. Koopas release some colored balloons and Toad holds up a flag of a certain color. All you have to do is shoot the balloon that matches the color of the flag. Simple, right? Not when you have three other players all shooting at the same target.

TIPS

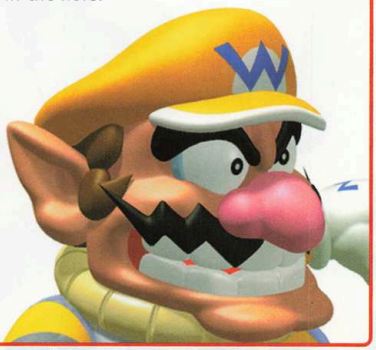
Balloons of six to eight different colors are released. Pick a color and follow it up with your crosshair. Use your peripheral vision to see what color the flag is that Toad lifts. If the color matches, go ahead and shoot! If it's not the right color, then quickly scan for the correct one. Quick reaction time is the winner. Remember that the controller is analog, and the faster you move the Control Stick the faster your crosshair moves on screen.



THREE THROW

DESCRIPTION

Three rows of baskets scroll by. Red hoops are worth one point. Yellow hoops are worth two. Your job is to put the rock in the hole!



TIPS

If you are shooting for the top set of baskets, press the B Button at the apex of your jump. If you are trying to hit the middle row, then press the B Button about halfway through your descent. Don't bother with the bottom row because they are too hard to hit consistently. If you are in one of the outer positions, then you are in luck. The players out there have a great advantage over the two players in the middle. Because the baskets scroll from the edge of the screen, you get first shot at the hoops, and once a ball is in a hoop, that hoop cannot be scored in again—if you hit the majority of your hoops, then the players down the line won't have much to shoot at.

TIPS - CONTINUED

Always shoot at the baskets that are moving away from you and toward the other players. If the middle baskets are moving away from you at the start, don't worry; halfway through the game, the baskets change direction. At this juncture, you will have your chance at some big points. If you happen to get stuck in the middle, you are batting cleanup. You just have to do your best to hit whatever the other players miss and leave open for you. If you have to, try to shoot some in the lower baskets, but whatever you do, keep shooting because balls can bounce out of one hoop and land in another. Luck is greater than skill here.

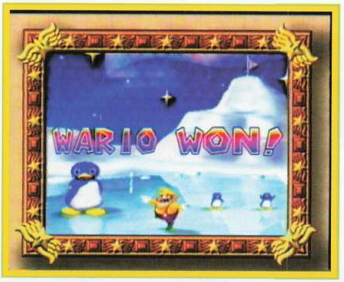
PHOTO FINISH

DESCRIPTION

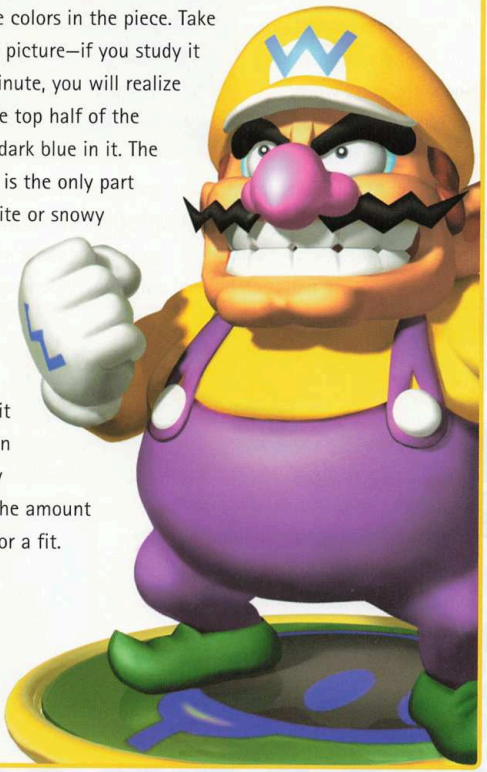
Everyone knows how to put puzzles together, so this game shouldn't be too hard to understand. You are supplied with a puzzle piece—you just have to figure out where it goes.

Photo Finish
Start
Practice
Game Rules
Next
Please finish this photo puzzle. You can only drop a piece in its proper place, so you'll know when you've found the correct spot.

TIPS

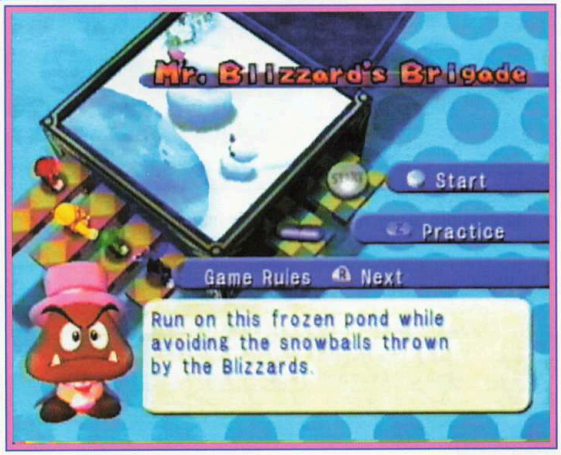


The only tip for this game is how to quickly recognize the piece you have and which part of the picture it is for. Unfortunately, the only real way to do this is to play it a few times. Try not to look too hard at the shape of the puzzle. Instead, focus on the colors in the piece. Take the penguin picture—if you study it for just a minute, you will realize that only the top half of the picture has dark blue in it. The bottom half is the only part that has white or snowy parts in it. Because there aren't very many pieces, this will help split the picture in half, thereby decreasing the amount of hunting for a fit.



MR. BLIZZARD'S BRIGADE

DESCRIPTION



This game is simply dodgeball with snowballs thrown at you by evil snowmen. Just avoid being hit by a snowball for as long as possible.

TIPS

Before the snowmen throw a snowball, they will do a little hop and face the direction in which they will throw. Watch which snowman hops and get out from in front of him to easily avoid the snowball.

TIPS - CONTINUED

Keep moving and watch the shadows of the snowballs on the frozen pond floor. This helps you determine a snowball's path. It's very easy to lose a snowball due to the background being all white. Running into another player can cause you get to hung up and possibly take a snowball on the noggin, so keep an eye on them as well.

BOB-OMB BREAKERS

DESCRIPTION

Two gems are chosen at random and it's your job to flip and rotate them to line them up in any set of three. This isn't like other puzzle games—any three like shapes touching in any way scores you some points. Anything above three adds to the points you are awarded. The first player to reach 100 points wins the game. To add to the intensity, you are allowed to play in other people's areas, which makes it very frustrating at times.

Bob-omb Breakers
Start
Practice
Game Rules
Next
Connect three like shapes to make them disappear. Remember, you can also play in other people's areas. First one to 100 pts. wins.

TIPS

Underneath the players' faces at the top of the screen is a little box that shows you what shapes are coming next. Take a quick glance at what shape is coming up and look at the other players' areas to see if you can get more points by using their pieces. This not only gives you points but also takes away options for the other players. Planning ahead is the main focus here. Knowing what to do with your next piece keeps you a step ahead of the competition.

LONG CLAW OF THE LAW

DESCRIPTION

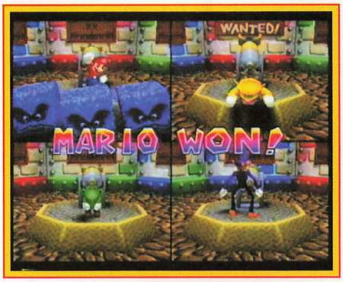
During this game, a picture of the character you need to capture is displayed. The player to get three captures first wins. The doors open and shut at varying times to reveal what lies behind them. It closely resembles the children's game Memory.

TIPS

Keep scrolling and don't wait for the doors to open on each screen. It is simply a waste of time.

TIPS - CONTINUED

When one door opens on one screen, there are others opening at the same time on other screens, so keep scrolling until you find the character you are looking for. If you happen to scroll to a new screen just as the door for the character you need is closing, quickly move one screen to the left or right to see if there is another one opening up that has the character behind it. Then go back to the other door, as it should be open again by now. Just keep a sharp eye out and don't sit on one screen too long.

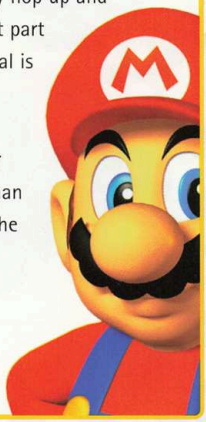


STAMP OUT!

DESCRIPTION

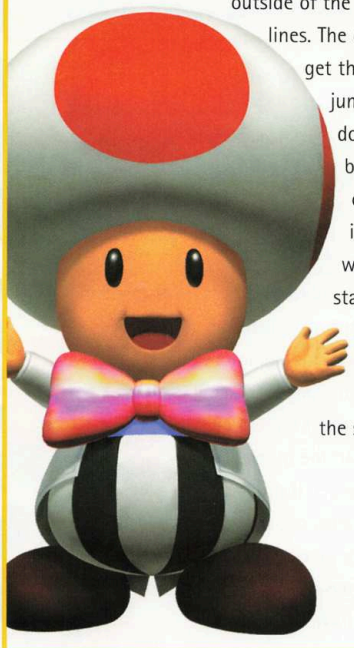
Stamp Out!
Start
Practice
Game Rules
Next
Try to stamp as much of your color as possible. If everyone stamps less than 5% of the field, it's a tie!

Each player has a pogo-like stamp apparatus on which they hop up and down, stamping out part of the page. The goal is to cover more area than the other players. If no player stamps out more than five percent, then the game is declared a draw.



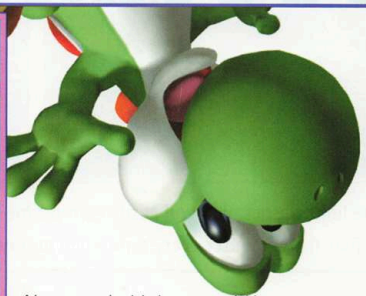
TIPS

The only thing that matters is how much empty page is left showing at the end of the time limit. Because it's possible to stamp your color over that of an opponent's, this is a very good tactic to employ. All you have to do is pick one player and follow behind him, stamping out his color. This effectively eliminates one of your competitors. This works wonders against the computer-controlled players. When playing against other humans, you will need to make sure other players aren't stamping your area behind you. When playing with others, it's best to stay near the outside of the page and work in straight lines. The other important thing is to get the timing down for the jumps with the stamp. You don't want to jump too fast because your squares will overlap. You want to time it so you get a full square's worth on each jump. If the stamps don't line up perfectly or don't touch, don't worry. You only need to worry about overlapping the same color.



MARIO SPEEDWAGONS

DESCRIPTION



Ah, a good old drag race! Now we are talking fun! Players have their own dragsters with custom paint jobs. First one across the line wins!

TIPS

When the countdown starts, you can rev up the engine. Keep your RPMs at the second full line. Just as the green light flashes, step on the gas fully, which will give you the best possible start and keep you from spinning out at the start of the race, which leaves you choking on the fumes of the other players.

TIPS - CONTINUED

The other main tip is to switch gears only when the meter flashes red. Although it is possible to win the race switching gears just before the light flashes, it isn't the fastest way possible. If you switch only when the light flashes, you will easily earn a time under or close to the nine-second mark. This is fast enough to defeat the computer every time, even on expert difficulty.

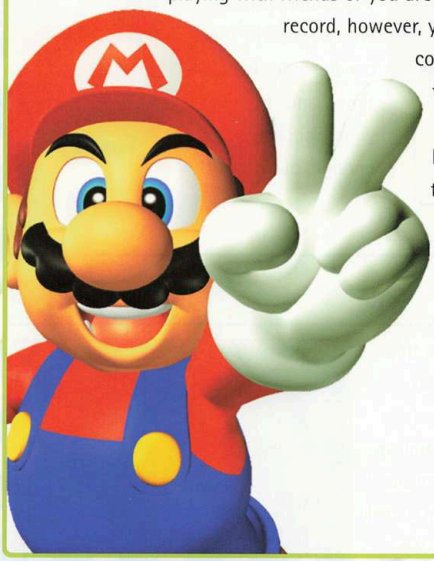
TAKE A BREATHER

DESCRIPTION

Ever wonder which of your friends can hold his or her breath the longest? Well, in this game, you find out! Each player takes a few deep breaths then plunges into the water. The last one to the surface wins, plain and simple.

TIPS

You have to alternate pressing the L and R Buttons to inhale. Be sure to avoid pressing the buttons at the same time. Alternate as quickly as possible, but always be sure to release the button completely and to fully press the button down each time. It is easy to beat the computer on this game. If you are playing with friends or you are trying for a new record, however, you might want to consider the positioning of the controller. Bracing the controller between your knees with the L and R Buttons facing up and using a different hand for each button works the best. Anything above nine seconds defeats the computer, even on expert level.



1 VERSUS 3 MINI-GAMES
CANDLELIGHT FLIGHT

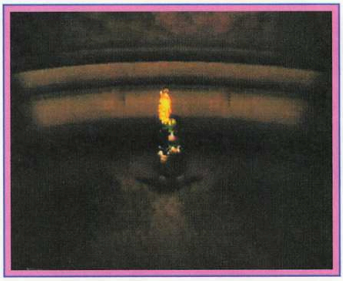
DESCRIPTION

Candlelight Flight
Start
Practice
Game Rules
Next
One player holds a candle, while the other three try to extinguish the light with their water guns.

One lonely candleholder, plus three players with water guns, equal chaos. This is one of the few Mini-Games that boils down to luck. The candleholder simply runs around while the other players try to shoot him with the water guns. Hit the candleholder five times, and the team wins. Sounds easy enough, but it's not!

TIPS

The candleholder definitely has the easier of the two jobs in this game. There really aren't any special tips for the candleholder except to keep moving and to change directions often. Try not to run in one big circle, or people will get ahead of you and gang up on you. Keep your movements unpredictable. If you are one of the shooters, then your job is going to be frustrating! It wouldn't be so bad if the water guns didn't have a delay on them. When you press the button to shoot, it takes a good half-second for the water to come out. To make it worse, you can't move around while shooting.



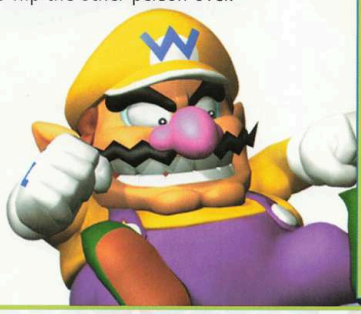
TIPS - CONTINUED

Plan each shot carefully, or just shoot at random. Each seems to work just as well, which isn't too effective! You really must work as a team. If you are playing with friends and not with the computer, try having one player herd the candle-holder into the other two players. If you are playing with computer teammates, then you pretty much have to employ the gang-up-and-shoot-at-random tactic. Try to stay close to your teammates, and shoot anytime you get close enough to the candleholder. The chances are high that you will lose this one if the computer is running your teammates.

MAKIN' WAVES

DESCRIPTION

No party would be complete without a little pool time! One person gets in the middle of the pool, while everyone else tries to make the biggest possible waves to flip the other person over.



Makin' Waves
Start
Practice
Game Rules
Next
The team players must pound the ground to make waves, while the lone player must try to balance on the shell.

TIPS

If you are the player in the middle, then you have a simple job. Stay on the shell. It works best to stay near the middle of the shell so that you won't have to move too much to stay out of the water. All in all, it's pretty simple.

If you're on the team, time your jumps so that you all make waves at the same time. It also helps if you get two players together on one side to make one huge wave. If these two players time their jumps accordingly, they should be able to flip the shell over in no time.

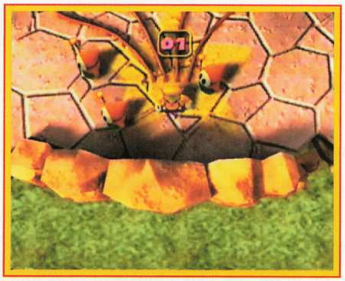
HIDE AND GO BOOM!

DESCRIPTION

This game is like hide-and-seek with very limited places to hide. Each player on the team picks a cannon to hide in by pressing the button marked on the back of the cannon. Then one player will light the fuse to one of the cannons, and if someone is hiding in that cannon, he or she is launched out into the void. If the player finds all three players within three fuse lights, then he wins the game and all the coins.

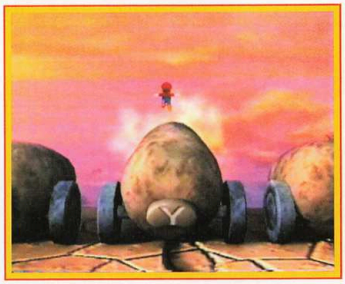
Hide and Go BOOM!
Start
Practice
Game Rules
Next
The team players can hide in any of four cannons. The lone player must fire the cannons to find them.

TIPS



There is only one tip for the player who is lighting the cannons. If you are playing with people, look around and see if you can catch a glimpse of which button a player pressed. It may seem like cheating, but all's fair in love and Hide and Go BOOM!

TIPS - CONTINUED



If you are one of the players who has to hide, COVER your controller so that the player lighting the cannons can't see what you press. Or you can press the buttons many times at random so that even you don't know which cannon you are hiding in. It also helps to yell things like "Timmy is hiding in the X cannon—I saw him press the button!" Remember, you're supposed to be having fun!

TREE STOMP

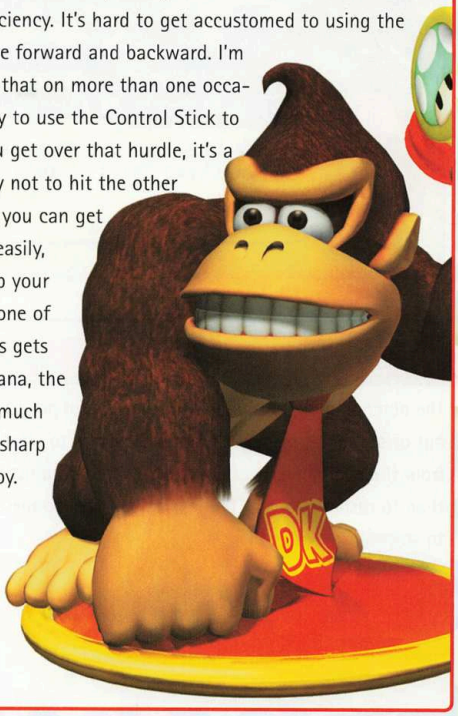
DESCRIPTION

Tree Stomp
Start
Practice
Game Rules
Next
Three players control robots while the other player runs. The runner must stay alive for 45 seconds to win.

Tree Stomp is a fun game. Three players climb into big wooden robots and try to stomp all over the other player. To make things interesting, there are two monkeys in the trees that throw golden bananas and banana peels into the ring. If anyone picks up the golden banana, he or she is blessed with super speed for a short time. However, if you step on one of the banana peels, then you will fall down and be stuck for a moment. This is not good for the lone player, as the robots will swarm in on you like a horde of bees and take you down. If the robots don't stomp on the player within the time limit, then the game is awarded to the player and not the team.

TIPS

The player that is alone has to keep moving at all times to come out the winner. Keep moving; never stop. Perform 180-degree turns and change your direction often. Because the robots are a bit cumbersome, you can actually get them to run into each other and get hung up. If it looks like they have you cornered, you can often fit through a hole between two of the robots. If you happen to get the golden banana, don't try to move all the time. Move in short bursts, or you will find yourself running directly into a robot. If you are one of the robots, then you must use the controls with the utmost efficiency. It's hard to get accustomed to using the buttons to move forward and backward. I'm sure you'll find that on more than one occasion you will try to use the Control Stick to move. After you get over that hurdle, it's a chase game. Try not to hit the other robots because you can get hung up quite easily, which chews up your time. If you or one of the other robots gets the golden banana, the game is pretty much over, so keep a sharp eye for that baby.



FISH N' DRIPS

DESCRIPTION

The players compete to see who will win the Cheep Cheep. The team that first fills the fish bowl full of water wins the coins and the Cheep Cheep. The lone player is supplied with a water pump to compete against the three other players and their bucket relay system. The defending player has to press a predetermined set of buttons in the correct order to pump the handle on the water pump. The other three players must press the button that appears over the player's head when it's his turn to pass the water bucket. Pressing the displayed button hands it off to the next player.

TIPS

The defending player should be extra careful not to press a button out of sequence, because if he does, he has to start all over again from the beginning. It's better to be sure and a little bit slower than to rush and get to the last button only to mess up and have to start all over again.

TIPS - CONTINUED

On the team side of things, players should concentrate on the order they are in and focus on their button pressing. Try not to worry about the others because it will only put you farther and farther behind. It's just as important for the team side to be exact in their button presses. Although the penalty for missing a press isn't as harsh as it is for the single player, it's still enough to make it harder to win.

HOP OR POP

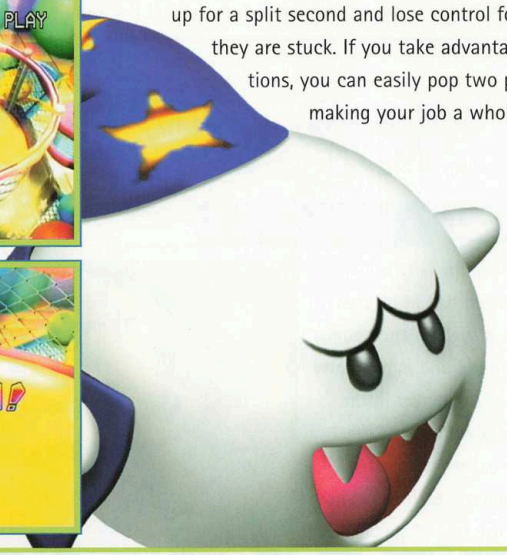
DESCRIPTION

The objective of this game is to avoid the player in the spiked ball at all costs for 45 seconds. The players in the bouncy balloons can hop around and move pretty fluidly. It's the job of the player in the spiked ball to track down each of the other players and run into them, thus popping their balloons. Even if only one player survives for the full 45 seconds, the team wins the game.

Hop or Pop
Start
Practice
Game Rules
Next
One player gets in a spiky ball and tries to pop the balloons of the other three. If any of the three targets survive, all three win.

TIPS

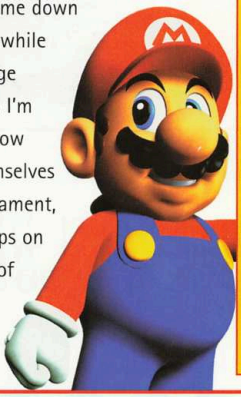
This game greatly favors the team doing the hopping. Easy movement and the ability to triple jump helps you stay away from the popper. In fact, the triple jumps give you so much distance and height, they can be used to jump completely over the spiked ball! They're great for when you get cornered or need to avoid running into another teammate. Keep moving and change directions often. It's difficult to move sharply in the spiked ball because the controls are sluggish. The player in the spiked ball should concentrate on tracking down the other players and trying to get them to run into each other. When two bouncy balloons collide, they get hung up for a split second and lose control for the duration they are stuck. If you take advantage of these situations, you can easily pop two players at once, making your job a whole lot easier.

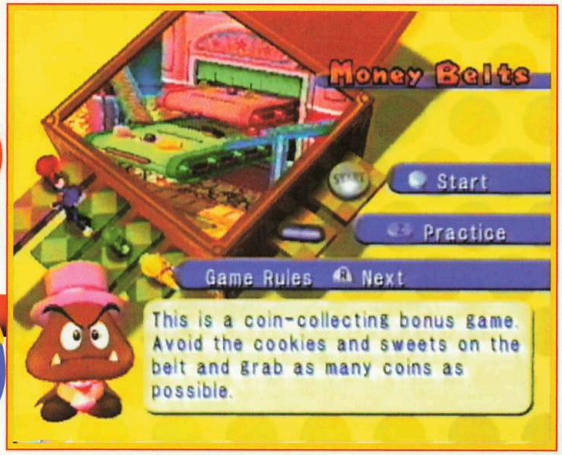


MONEY BELTS

DESCRIPTION

Mario and the gang are stuck on the conveyor belts and must collect the coins as they come down the belt, all the while avoiding the huge pieces of candy! I'm not quite sure how they found themselves in such a predicament, but a few key tips on how to get out of it follow.




Money Belts
Start
Practice
Game Rules
Next
This is a coin-collecting bonus game. Avoid the cookies and sweets on the belt and grab as many coins as possible.

TIPS

The player on the top has the first crack at all the coins, and the players on the bottom can only attempt to get the coins he misses. The player up top also has less candy to deal with. Fair? I think not! It's so unfair that it's pretty much an easy win for the player on the top. All you really have to do is pick one side and collect the coins that come your way. You don't even have to worry about the other side if you don't want to because as long as you collect more coins than those below, you will win the game.

TIPS - CONTINUED

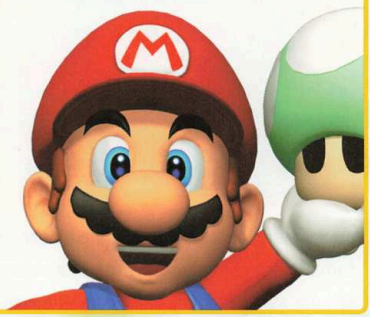
If you are on the bottom, keep moving and don't get upset because you are going to get knocked off more than once. The only real hope you have is that the player up top has deficient skill and misses a lot of coins.

GOOOOOOOAL!!

DESCRIPTION

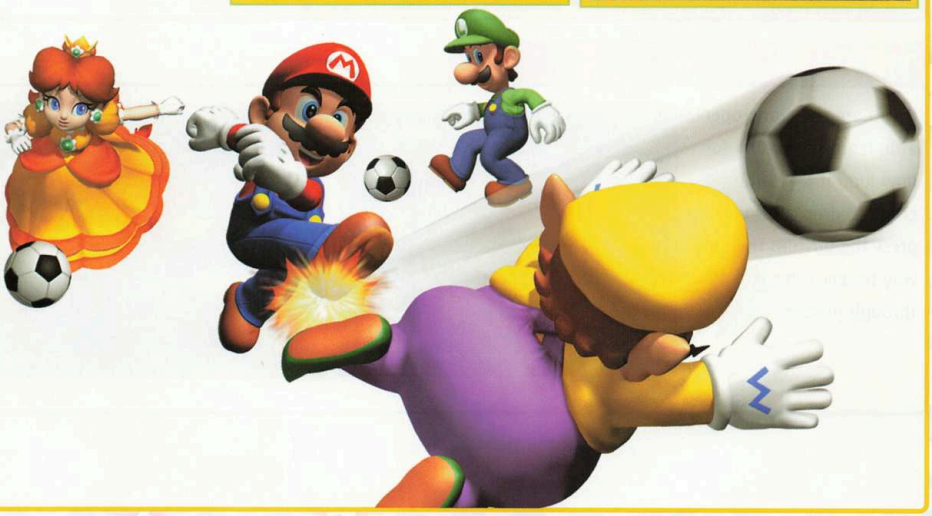
GOOOOOOOAL!!
Start
Practice
Game Rules
Next
One player is the goalie! Protect the goal from the team players' shots. Get ten goals to win!

This game is a goalie's nightmare! Three players shoot soccer balls at you as quickly as they can! They kick, you defend. If they score 10 goals within the time limit, then you lose.



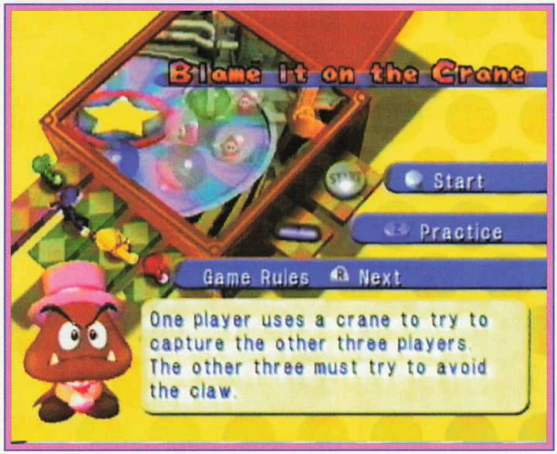
TIPS

The goalie definitely has the harder job here! There is no way you can defend all the shots all the time. Diving too much will get you in trouble. The kickers can simply have one guy kick at one side of the goal, and if you dive, the other two can shoot in the opposite direction. You can block balls just by walking in front of them, so there is no need to dive all the time. Try to stay near the middle of the goal when possible so you can get to each corner quickly.
The kicking job is easy. Wait until the goalie dives and kick where he isn't. This method works well against the computer.



BLAME IT ON THE CRANE

DESCRIPTION


Blame it on the Crane
Start
Practice
Game Rules
Next
One player uses a crane to try to capture the other three players. The other three must try to avoid the claw.

Have you ever seen those games at the arcade with the long crane arms that have watches and nice prizes in them? This is that game in video form, complete with the crane and all, except here the only prizes to win are coins. Three players are inside plastic balls that are free to move around on the spinning platform. To further complicate things for the crane operator, there are tons of Shy Guys in plastic balls to get in the way.

TIPS

If you are the crane operator, learn the timing for how long it takes the crane to drop after you press the button. The only way to learn this is through practice.

TIPS - CONTINUED

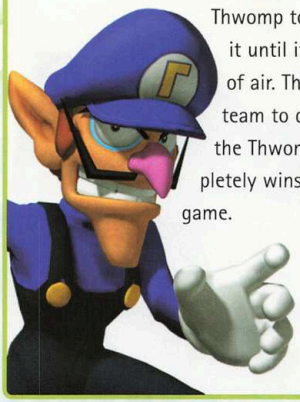
If you are one of the players in the plastic balls, the only thing you really need to do is stay close to the center, and when you get near the crane, move to the outside. There is very little the crane operator can do about this. This tactic is a sure-fire winner against the computer; it completely stumps it.

2 VERSUS 2 MINI-GAMES

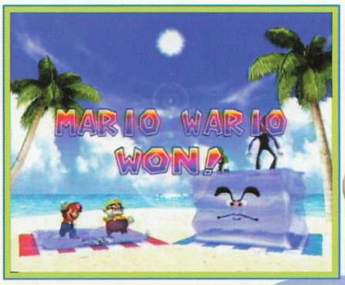
THE GREAT DEFLATE

DESCRIPTION

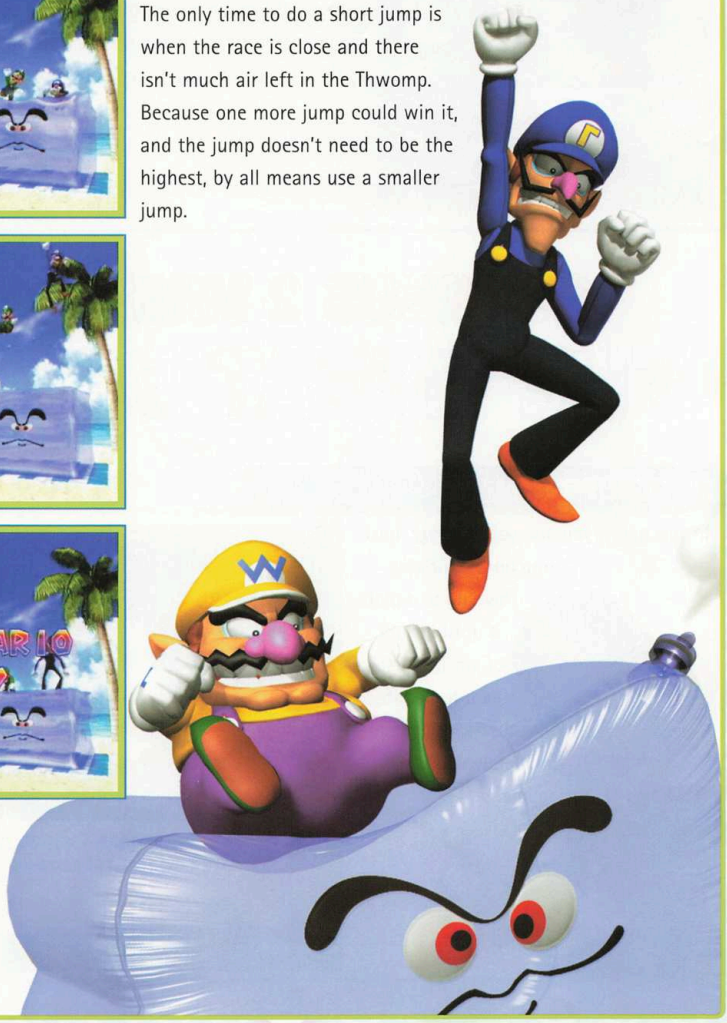
In this game, you and your partner must stomp on the inflated Thwomp to deflate it until it's out of air. The first team to deflate the Thwomp completely wins the game.



TIPS



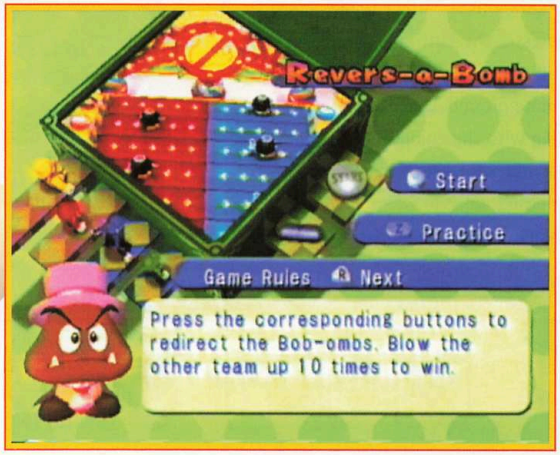
Time your jumps with your teammate. Be sure to get the highest jumps possible to ensure you deflate the most air with each jump. The only time to do a short jump is when the race is close and there isn't much air left in the Thwomp. Because one more jump could win it, and the jump doesn't need to be the highest, by all means use a smaller jump.



REVERS-A-BOMB

DESCRIPTION

You and your teammate must switch the tracks of the Bob-ombs to stun your opponents and get a point. The buttons on each end, when pressed, will determine which direction the Bob-omb will go. The first to score ten points wins the game.



TIPS

When playing with a friend, divide your side into sections of three, top three and bottom three. You cannot pass each other, so keeping it in sections of three helps avoid confusion.

TIPS - CONTINUED

Press the buttons in the order they light up; this sends the Bob-omb back as soon as the other team presses the button and allows you to make up more ground. When playing with the computer, dividing the sections doesn't work so well. Sometimes the computer will lag behind; in which case you will have to pick up the slack. Just focus on the buttons; don't look at the Bob-ombs or the other players.

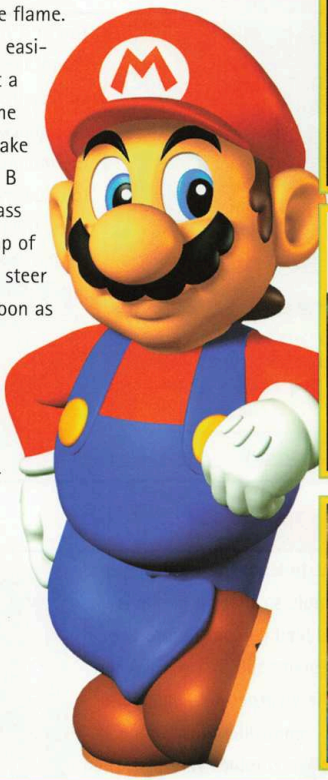
RIGHT OAR LEFT?

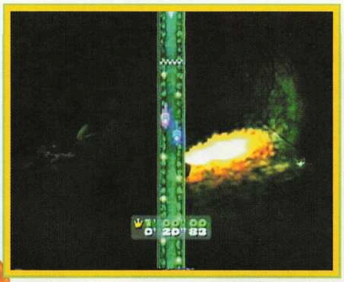
DESCRIPTION

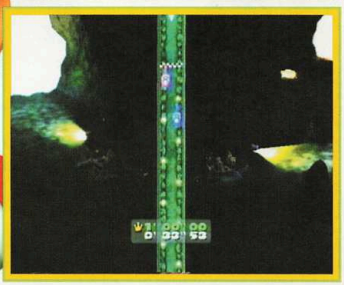
You and your teammate ride a boat controlled by the left and right oars of each player. You must race against the other team to the finish line, dodging obstacles in the way. Steering left, right, or just going forward can be difficult, so work as a team.

TIPS

This game demands good communication with your partner. The player in the front should paddle forward while the player in the back steers left or right. When you reach a fire statue, it will take both of you to steer clear of the flame. The first turn can be performed easily by pressing the A Button just a few times to line up between the rock and the wall. When you make it through here, quickly tap the B Button two or three times to pass through the middle of the clump of rocks. Then both players should steer hard right to miss the fire; as soon as you pass the fire statue, break hard left, then straighten out and paddle home for the win. When a flame hits you, you become stunned and completely stopped. This can give the other team the advantage to catch up or even take the win.







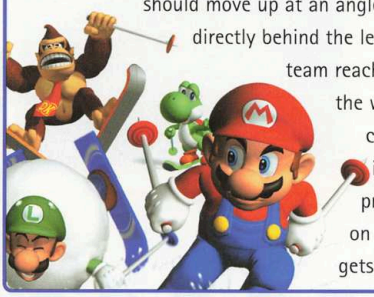
CLIFFHANGERS

DESCRIPTION

Cliffhangers
Start
Practice
Game Rules
Next
Don't let the snowy winds blow you off the face as you climb! Grab hold when the wind and the rumble start to pick up!

You and your partner must scale a snowy mountainside. The winds, however, can quickly become fierce and quite dangerous, knocking you off if you don't cling to the mountainside tightly. If the player on top does not hold on but the bottom one does, then the top player falls back behind the bottom one and the team falls behind in the race.

TIPS



The left player should move out in front to lead. The right player should move up at an angle so that he or she is directly behind the lead climber before the team reaches the first rock. When the weather gets bad, your controller will rumble. If it rumbles very fast, then press the A Button to hold on until it passes. It never gets bad on the first storm.

TIPS - CONTINUED

As you near the top, the weather patterns become random, so you have to stay on your toes. The rumble feature makes this a very simple task, as long as it's enabled. If you happen to have a Wavebird controller, then you are out of luck and will have to use the visual cues, which are shown onscreen as a pair of exclamation marks. This way is much more difficult. Make sure that when the storm hits the lead climber holds on. If he holds on and the climber below doesn't, there is no change in position.

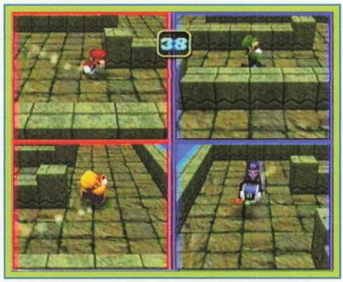
TEAM TREASURE TREK

DESCRIPTION

Each team must combine a chest and key that are scattered about in a maze. When you first start, you will see the general area where the items you must get are located, generally indicating which direction you should go. Once the players on a team get both items and meet up to combine them, they win.

Team Treasure Trek
Start
Practice
Game Rules
Next
Find the "?" blocks that match your team's color. Once you and your partner have found each block, you must meet each other in the maze!

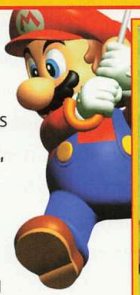
TIPS



Study the map as best as possible before the game starts so that you can see where you need to go, regardless of which team you are on.

PAIR-A-SAILING

DESCRIPTION



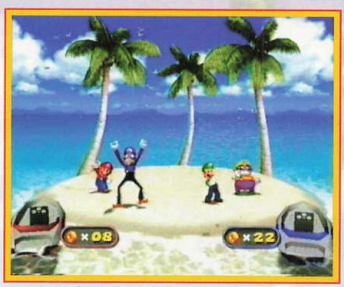
One player controls the boat while the other controls which direction, left or right, to sail in order to obtain coins. The only obstacles are boxes floating on the water; the player controlling the boat must steer clear. If you stop completely, the player on the sail will descend. This game isn't so much a win-or-lose situation as it is a way to obtain more coins for your team.

Pair-a-sailing
Start
Practice
Game Rules
Next
This is a coin-collecting bonus game. Teams cooperate in the boat and parachute to get all the coins they can!

TIPS

The speed of the boat determines the height of the para-sailor. The faster the boat, the higher the para-sailor will fly. If you are the boat driver, don't worry so much about the boxes floating in the water. Finishing the course first doesn't determine the winner, as this is a coin-collecting game. The team with the most coins will win. Although it is better to miss the boxes than to hit them, don't make any drastic turns because you will move the para-sailor out of line with the coins. If hitting the box will earn some coins, then by all means take one for the team.

TIPS - CONTINUED



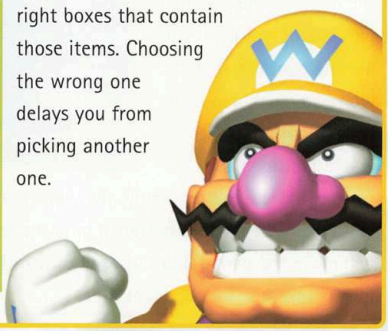
The boat driver definitely has his work cut out for him in this game. Learning how fast to go to control the para-sailor's altitude can be a bit tricky. Rapidly pressing the accelerator button doesn't make you go any faster. The boat has predetermined speeds. To go to the next speed, simply press the A Button one time. The same applies when slowing. Pressing the accelerator three times will get up to the right speed for the first coins, and from there you shouldn't have to press the A Button or B Button too many times in succession. Simply press once or twice to lower the sailor and then once or twice to lift him back up. If you are pressing buttons more than that, then you are steering too wildly. The para-sailor's job is quite easy—all he has to do is line up with a coin and let the boat driver raise him up and down.

ORDER UP

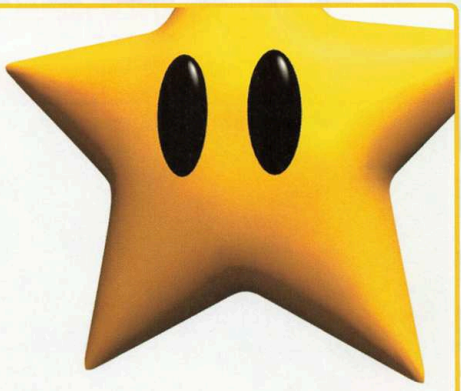
DESCRIPTION

Order Up
Start
Practice
Game Rules
Next
Toad will order items that you must find in the boxes before the other team. First to 3 pts. wins.

In this game, a spinning table in front of you and your teammate randomly generates a food item and then it boxes it up and spins it around. Toad then chooses two food items, and you must pick the right boxes that contain those items. Choosing the wrong one delays you from picking another one.



TIPS



Dividing the table into top and bottom sections and trying to memorize the item placement before they are boxed up can really help. Follow the beginning item of your section around until it stops. This will increase your chances of picking the right boxes. You cannot pass each other, so be careful not to run into each other, because it will waste time. The best thing for this game is a photographic memory!

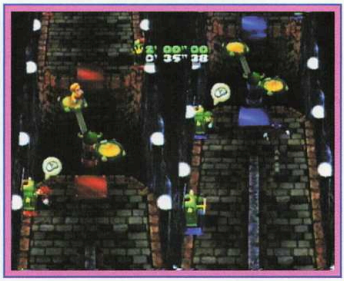
DUNGEON DUOS

DESCRIPTION

This game is probably the most team-oriented Mini-Game yet. You must run through a series of obstacles to reach a balloon that you must inflate and fly in for the win. Each player must go to pump a switch to drop the wall on the other side for their teammate. When the wall drops, it's the other player's turn to do the same for his teammate. Then both teammates meet at the first set of revolving platforms. Here one player will turn a crank that spins the platform around as the other player jumps on the platform and spins across to the other side. The first player across must then turn the crank on the other side so their partner can get across. After you have done this twice, you find yourselves in front of a slew of warp pipes. You must jump in the correct pipe to warp to the next area. Once you have passed the warp pipes, you have to inflate a hot air balloon so you can hop in and fly away with the win.

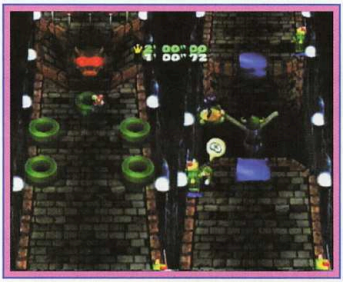
TIPS

Lowering the walls is pretty much self explanatory; the faster you tap the button, the faster the wall will lower. Next, one player will have to turn a crank to rotate a platform that the other player must jump on.



TIPS - CONTINUED

The best way to accomplish this is to constantly rotate. Also, the player who is going to ride the platform must time his jump right and land on it while it's moving.

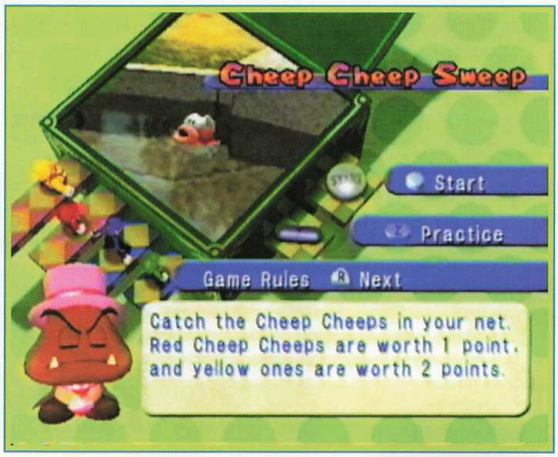


The next obstacle is a bunch of warp pipes you must jump inside to find the one that warps you to the next area. Having each player jump in different ones will increase the likelihood of finding the correct one. Finally, when you reach the balloon you must alternate pressing the L and R Buttons to inflate it. Having long fluid strokes will increase the amount of air being pumped in per pump. If you pump too quickly, it will take longer to inflate the balloon.

CHEEP CHEEP SWEEP

DESCRIPTION

You and your teammate must collect as many fish as possible and return them to your flagged area. The faster you run, the more ripples you make (scaring the fish away from you). The slower you walk, the more likely it is you can sneak up on some fish and capture them. A red fish is worth one point and a yellow fish is worth two. You must return your fish to your area before the timer runs out or they won't be counted. You can only have three fish in the net at a time.


Cheep Cheep Sweep
Start
Practice
Game Rules
Next
Catch the Cheep Cheeps in your net. Red Cheep Cheeps are worth 1 point, and yellow ones are worth 2 points.

TIPS

Having one player run around the other team to scare the fish away from their area is a good idea. Work as a team and have the other player sneak up on the fish to collect them as fast as possible. Holding down the button releases the net and holds it there, but you cannot walk while in this position—you can only move around in a circle. This can help when attempting to catch certain fish that are too stubborn to be captured right away.

TIPS - CONTINUED

Moving in a circle is also a handy maneuver to use when your teammate is chasing the fish away from the other team. If you're lucky, the fish may swim into your waiting net. If it comes down to the wire and you really must win, you can employ a dirty tactic. If the other team has some fish in their nets and are trying to return them to the bin, you and your teammate can get in the way and block them. This eats up time and can possibly get you the win. This tactic works very well against the computer.

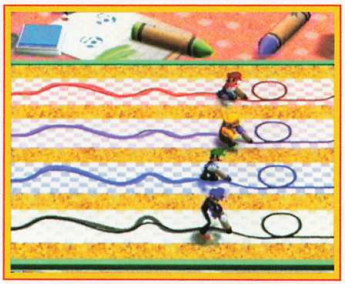
BATTLE GAMES
TRACE RACE

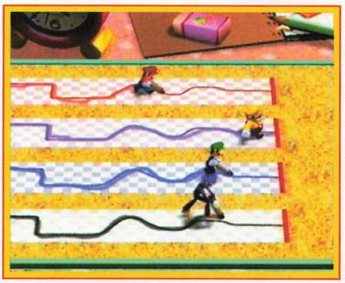
DESCRIPTION

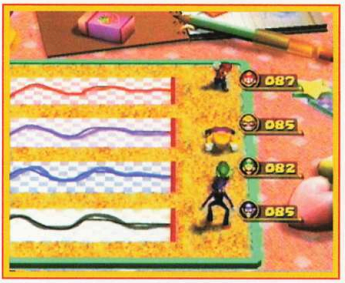
Each player must use a crayon and trace the line in front of them as best as possible. The screen moves at a certain pace, so if you don't watch out you could get pushed forward. The better tracer you are, the higher your chances are of winning.

TIPS

Keep the controller as steady as possible when tracing. Slopes and curves aren't as hard as you would imagine. The only real hurdle is the circle in the middle. Take your time and move slowly around the circle. You can either pick up a lot of points or lose a lot of points during this part. Don't let finishing first get in the way of what matters. You can finish dead last, but still have the best line and win the game.





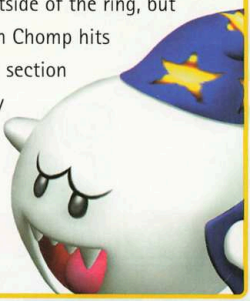


CHAIN CHOMP FEVER

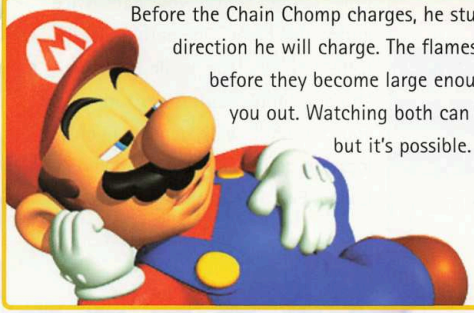
DESCRIPTION

Chain Chomp Fever
Start
Practice
Game Rules
Next
Watch out for the Chain Chomp and the lava cracks! Oh, and don't fall off the side, either!

The goal of this game is to be the last one standing. This isn't as easy as it sounds, because you have a Chain Chomp charging at you and fissures of fire popping up at random. There is a stone wall around the outside of the ring, but once the Chain Chomp hits part of it, that section crumbles away into the fiery hot magma below.



TIPS



Before the Chain Chomp charges, he stutters in the direction he will charge. The flames light up before they become large enough to knock you out. Watching both can be difficult, but it's possible.

TIPS - CONTINUED

When the Chain Chomp hits a section of the wall, he stops for a minute before proceeding. If there isn't a wall to charge into, then he will instantly try to charge again. As the game goes on, this happens more often because more of the wall falls away.

PATHS OF PERIL

DESCRIPTION

Everyone must run a maze-type cliff and avoid falling. If you fall, you lose a lot of time. You get to pick your path twice during this game. One path is full of turns and very long, while the other is a straighter route with fewer turns. Here you can run or walk, depending on your location, to lessen the likelihood of falling. First one to the end wins.

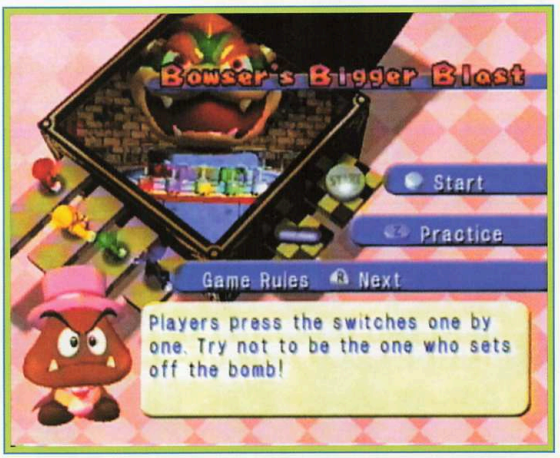
TIPS

It is possible to run completely through the maze but it can be difficult. Just try to run through it as much as possible, and slow down when needed to avoid falling. The paths you pick seem random, so there isn't a way to choose the same path every time.

BOWSER'S BIGGER BLAST

DESCRIPTION

Bowser's head is a bomb. There are a number of detonators that you can press. One of the detonators will set off the bomb, but the others are all duds. When you pick a dud, Bowser just blows smoke from his nose. The switch that will set him off triggers a countdown in his eyes. Each time a player sets off the bomb, the round will start over with one less switch than before and one less player. The last player standing wins.


Bowser's Bigger Blast
Start
Practice
Game Rules
Next
Players press the switches one by one. Try not to be the one who sets off the bomb!

TIPS

There isn't really a tip to winning this game. I just choose which color I like the best and press it. You should probably do the same. It's all luck because there is no way to tell which detonator is the real one.

BUTTERFLY BLITZ

DESCRIPTION

Each player must collect as many butterflies as possible in a set amount of time. Yellow butterflies are worth one point, red butterflies are worth two, and blue butterflies are worth three.

TIPS

Try to go for the blue butterflies as often as possible, but don't go out of your way to get them if you think it will waste too much time.

TIPS - CONTINUED

The best way to capture the butterflies is to watch your shadow and line it up with a butterfly shadow. Using the overhand chop method works the best. The lateral swing only works if the butterflies are at the same height as the net. If you use the overhand swing, all that matters is that you are in line with the butterflies.

RUMBLE FISHING

DESCRIPTION

Each player has a fishing line in the water and as soon as there is a bite, the one who presses the button the fastest to reel in the biggest fish wins.

Rumble Fishing
Start
Practice
Game Rules
Next
Be the first player to reel in the Cheep Cheep! Whoever reels it in the fastest wins!

TIPS

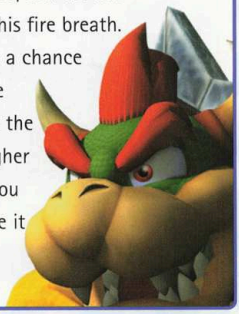
Having the Rumble Feature turned on is the best option. When you feel the rumble, press the button as fast as possible. As the fish are being reeled in, the one with the biggest fish wins.

BOWSER GAMES

BALLOON OF DOOM

DESCRIPTION

In this Mini-Game, Bowser wants a balloon—with his picture on it—blown up as big as possible. There is only one catch: the player who bursts the balloon will upset Bowser, and he will toast you with his fire breath. Each player has a chance to stomp on the pump to inflate the balloon. The higher you are when you stomp, the more it will be filled.



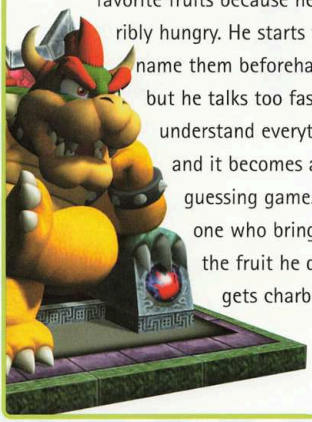
TIPS

When the balloon starts to look like it's big enough, perform weaker stomps. This will inflate the balloon slower and it will give you a better chance of not being the one to burst the balloon.

FRUITS OF DOOM

DESCRIPTION

Bowser wants you to bring him his favorite fruits because he is terribly hungry. He starts to name them beforehand, but he talks too fast to understand everything and it becomes a guessing game. The one who brings him the fruit he dislikes gets charbroiled.



TIPS

As Bowser starts to name off the fruits he likes, he will start out slowly and then trail off very quickly.

TIPS - CONTINUED

Pick one of the fruits mentioned at the beginning and use it first. This will ensure that you make it past your first turn. After a few turns, it's pretty random so just take a guess. Picking the same fruit repeatedly doesn't work, so don't even try it.

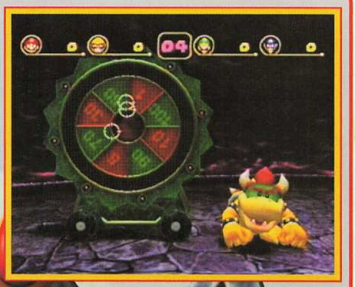
DARTS OF DOOM

DESCRIPTION

In this Mini-Game, Bowser wants you to take three darts and throw them at a spinning dartboard. When the dartboard begins to spin, you'll see circles marking where the darts will land. You must throw the darts within five seconds, which can become difficult. To add to the difficulty, you cannot hit the bull's-eye. If you do so, you will automatically lose. The person with the least amount of points at the end will get a surprise from Bowser—he scorches that player to a crisp.

TIPS

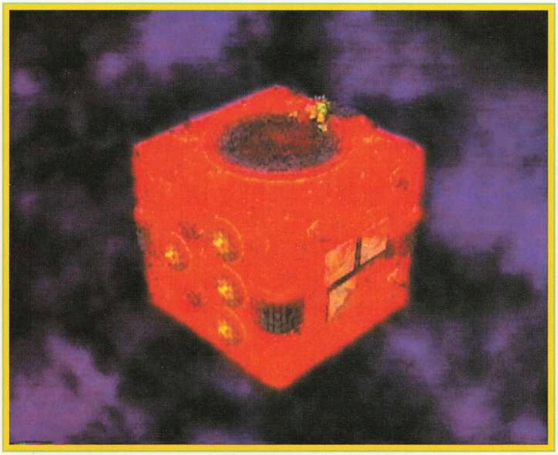
Try to hit the darts away from the bull's-eye. The markers are all random and waiting for a better position is usually a bad idea, because you only have five seconds to throw the darts.



ETC. GAMES

THE FINAL BATTLE!

DESCRIPTION



This is a series of games stuck on the faces of a cube. In the first game, you must jump across to the other side by using platforms with spinning columns of fire on them. If you get hit, you lose hearts (or health). When you lose all hearts, you lose. Be careful not to fall in the magma or you will lose all of your hearts instantly.

In the second game, you must dodge the shells that the two Koopa Kids throw at you while trying to put together a sliding puzzle. You move the puzzle pieces by stomping on them. This puzzle is relatively easy—the only problem will either be falling in the lava or losing health to Koopa Kids.

The third game is a longer version of the first game. The flamethrowers now have three flames instead of two. The same rules and tips apply here as in the first game.

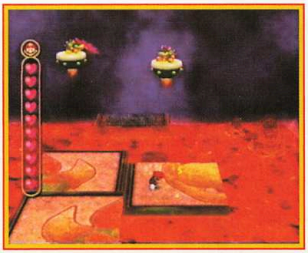
The fourth game consists of Bowser floating above with a harder puzzle to piece together. He will toss a boomerang at you and you must try to solve the sliding puzzle before you lose too much health.

The final game is a face-off with Bowser. You have to stomp on various switches to complete a circuit and activate the electrical field. After pressing any three switches, a triangle will form between them. If Bowser is inside the triangle at this time, he will be shocked. Shock Bowser three times to win. Be careful when he is swinging at you or throwing boomerangs. Make sure you have enough hearts left over so that even if you take a few shots from Bowser you will be ok. You can lose instantly if you fall into the magma, so be careful when trying to press the switches.

TIPS

When playing the first and third game on this cube, jump on the platform and follow it around to jump on the next one. You also can jump over to the other side if you are more skilled at controlling your character, but it is a bit riskier because you have a greater chance of missing and falling into the magma or possibly hitting the flames. In the second and fourth game, know which pieces you need to move to get the puzzle solved. When you see the Koopa Kids or Bowser start to attack, concentrate on dodging the attacks or running away from them and then continue with the puzzle.

In the fifth game, turn on the two closest switches and then one on the far end to create the biggest area in which to shock Bowser. This game can take a few tries before you defeat him. Just remember to take your time and try to dodge his boomerang or stay as far away from him as possible. Take your time with the switches to better position him within the triangle.



BOWSER WRESTLING

DESCRIPTION

You must knock the other player off the platform for a win a la Sumo style. At first, you shove each other off. Then you start with the sumo slaps. Each player has a stamina bar denoted by mushrooms. If you slap too quickly, you run out of stamina. Occasionally a mushroom drops in the middle, providing infinite stamina power. Needless to say, the player who gets the mushroom will easily overtake the other player.

TIPS

Don't give your opponent too much ground to knock you off. You don't want to become dizzy at any time.

TIPS - CONTINUED

Keep the middle of the platform behind you. Then when the mushroom drops, you can back up to get it before your opponent. If he pushes you back onto it, then it's a guaranteed win for you.

PANELS OF DOOM

DESCRIPTION

Choose a numbered panel to stand on and then roll a die to determine which panel will collapse and send your opponent falling to his or her doom. This is a luck-based game because you cannot determine the number you will get when you roll the die.

TIPS

Go to the nearest store and buy a big bottle of luck! It's the only way to win since everything about this game is random.

STORY MODE GAMES

When you defeat the other players on a game board in Story Mode, you must play the board's guide in a special Mini-Game of his or her choice to get your present. To see a full list of all the presents and extras you can obtain in Story Mode, please refer to the Story Mode section of this book.

BOWSER BOP

DESCRIPTION

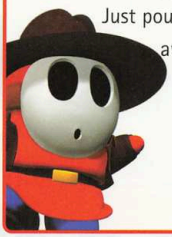
This is Toad's ending Story Mode Mini-Game. In this game, you must knock as many Koopa Kid heads or Bowser heads as possible that pop up around the room. Koopa Kid heads are worth one point and the Bowser heads are worth two. The player with the most points at the end wins.

TIPS

If you position your hammer just right, you can hit two heads with one swing, giving you more time to get other heads that appear.

TIPS - CONTINUED

Other than that, there isn't much to this game. Just pound away.



MYSTIC MATCH 'EM

DESCRIPTION

This is Boo's ending Story Mode Mini-Game. You play a card game and try to match up three cards of the same thing. You first pick a card to get rid of and then a card that is face down for your replacement. If you pick a card that has a picture of Boo on it, all the cards in the middle get shuffled and put back face down in the middle.

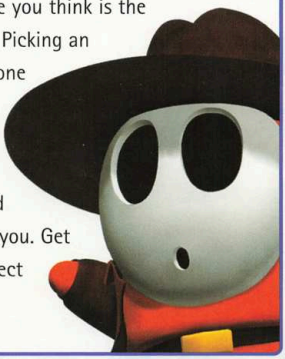
TIPS

The only real tip here is that you can use the cards the computer discards. However, you cannot pick a card that is laying face up, regardless of who discarded it. Other than that, having a decent short-term memory should get you an easy victory.

ARCHAEOLOGUESS

DESCRIPTION

This is Shy Guy's ending Story Mode Mini-Game. A shape is given to you and you must hit the switch below the spinning shape you think is the right one. Picking an incorrect one results in the stone shape falling and squishing you. Get three correct to win.



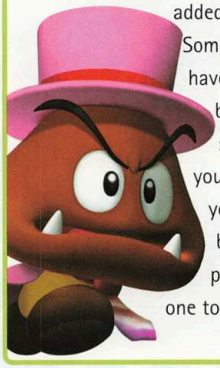
TIPS

There isn't much strategy to this game either. The shapes spin quickly, but you can usually tell which shape is different. Just get there before Shy Guy, which isn't hard at all.

GOOMBA'S CHIP FLIP

DESCRIPTION

This is Goomba's ending Story Mode Mini-Game. You choose a chip, stomp on it, and the number on the chip gets added to your score. Some of the chips have negative numbers, which will subtract from your total (although you never go below zero points). The first one to 50 points wins.

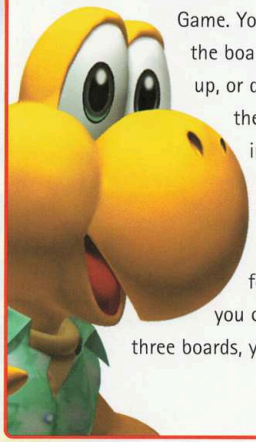


TIPS

Select chips that are close to each other. Most of the time, low-numbered chips are spread out evenly—you have a better chance of getting a higher-numbered chip if you stick close to the ones you just flipped.

KAREENING KOOPAS

DESCRIPTION

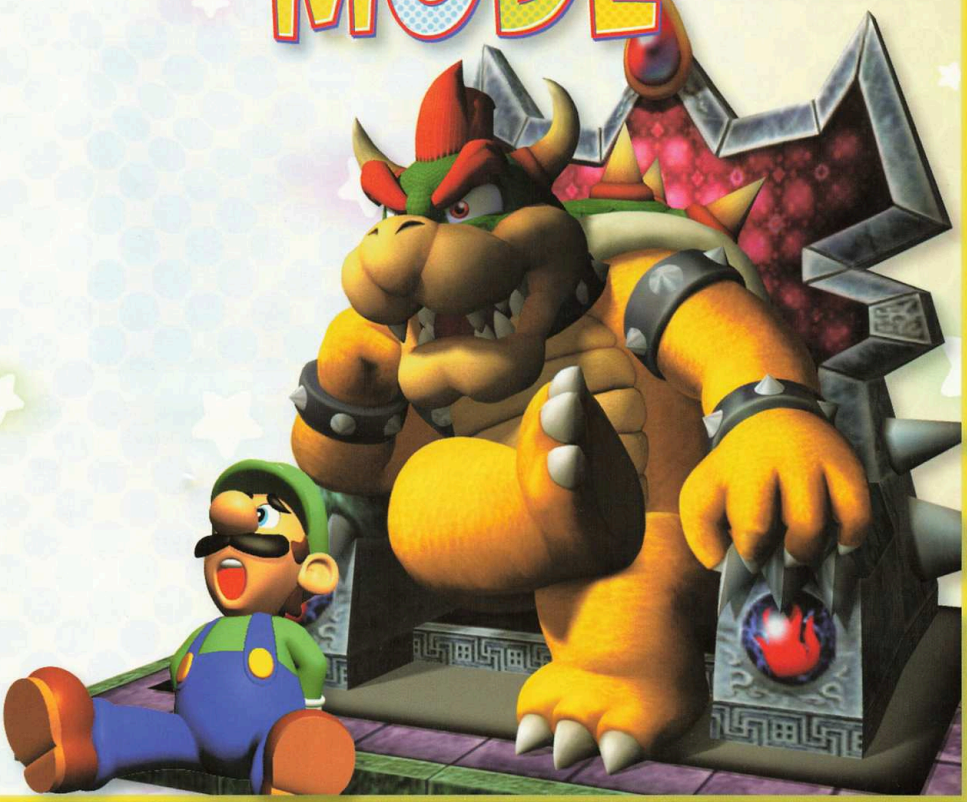


This is Koopa's ending Story Mode Mini-Game. You must tilt the board left, right, up, or down to get the shells to fit into the slots on the board as they slide back and forth. Once you complete all three boards, you win.

TIPS

Move the board around as fast as possible to slow the shells when they approach an open slot. Moving the board too slowly lets the shells slide too fast and pass over the slots.

STORY MODE

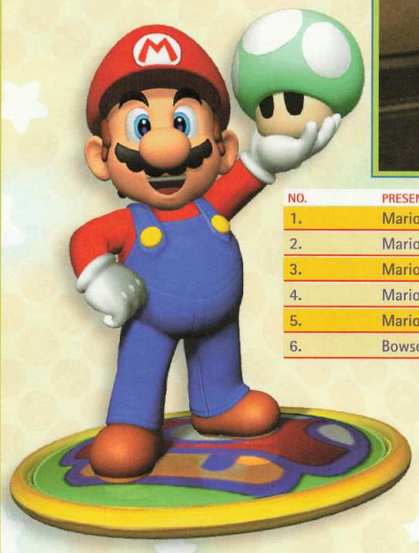


Story Mode is the single-player game for Mario Party 4. The only real purpose for this mode is to become familiar with the game system and unlock secrets.When you're trying to unlock all the prizes and extras in the game, it does help to have a friend around because one full game will last roughly an hour for one board. To unlock everything, you have to beat Story Mode with each character, which is a good forty-plus hours of game play.

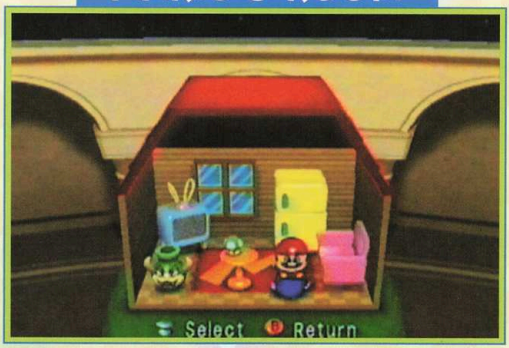
Fortunately, you can turn on auto save after every turn in the Options once you are on the game board. You can turn up the speed in which the computer moves and buys items there, too.

The rest of this chapter is devoted to a list of all the items and extras you can unlock through Story Mode.

PRESENTS

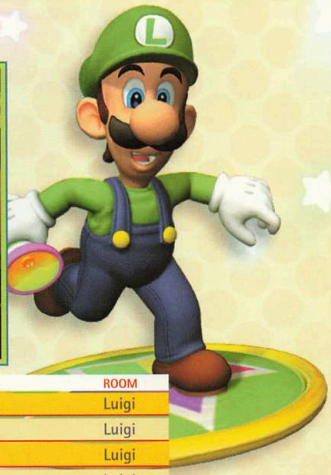


MARIO'S ROOM



NO.	PRESENT	REQUIREMENTS TO UNLOCK	ROOM
1.	Mario's Sofa	Defeat Toad in Story Mode with Mario	Mario
2.	Mario's Television	Defeat Goomba in Story Mode with Mario	Mario
3.	Mario's Table	Defeat Shy Guy in Story Mode with Mario	Mario
4.	Mario's Refrigerator	Defeat Boo in Story Mode with Mario	Mario
5.	Mario Doll	Defeat Koopa in Story Mode with Mario	Mario
6.	Bowser Vase	Defeat Bowser in Story Mode with Mario	Mario

LUIGI'S ROOM

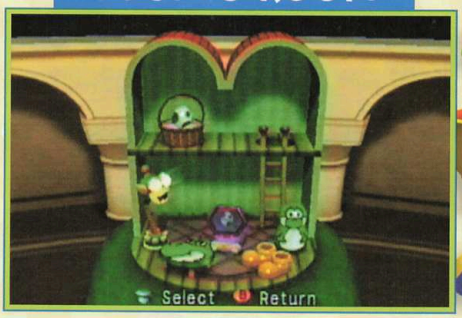


NO.	PRESENT	REQUIREMENTS TO UNLOCK	ROOM
7.	Luigi's Table	Defeat Toad in Story Mode with Luigi	Luigi
8.	Luigi's Airbike	Defeat Goomba in Story Mode with Luigi	Luigi
9.	Luigi's Dumbbell	Defeat Shy Guy in Story Mode with Luigi	Luigi
10.	Luigi's Chair	Defeat Boo in Story Mode with Luigi	Luigi
11.	Luigi Doll	Defeat Koopa in Story Mode with Luigi	Luigi
12.	Bowser Television	Defeat Bowser in Story Mode with Luigi	Luigi

PEACH'S ROOM

NO.	PRESENT	REQUIREMENTS TO UNLOCK	ROOM
13.	Peach's Chair	Defeat Toad in Story Mode with Peach	Peach
14.	Peach's Table	Defeat Goomba in Story Mode with Peach	Peach
15.	Peach's Clock	Defeat Shy Guy in Story Mode with Peach	Peach
16.	Peach's Treasure Chest	Defeat Boo in Story Mode with Peach	Peach
17.	Peach Doll	Defeat Koopa in Story Mode with Peach	Peach
18.	Picture of Bowser	Defeat Bowser in Story Mode with Peach	Peach

YOSHI'S ROOM



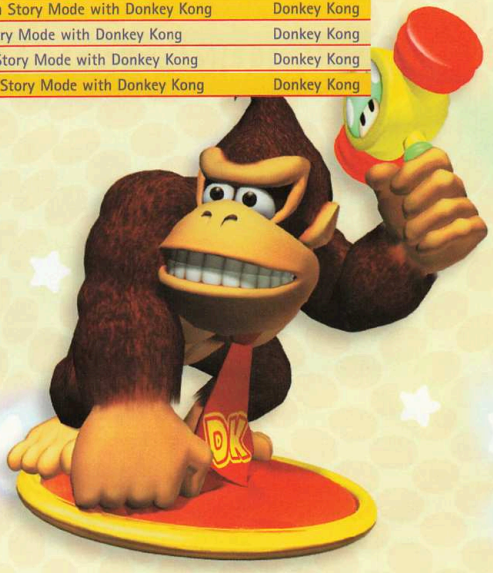
NO.	PRESENT	REQUIREMENTS TO UNLOCK	ROOM
19.	Yoshi's Egg	Defeat Toad in Story Mode with Yoshi	Yoshi
20.	Yoshi's Computer	Defeat Goomba in Story Mode with Yoshi	Yoshi
21.	Yoshi's Table	Defeat Shy Guy in Story Mode with Yoshi	Yoshi
22.	Yoshi's Shoes	Defeat Boo in Story Mode with Yoshi	Yoshi
23.	Yoshi's Doll	Defeat Koopa in Story Mode with Yoshi	Yoshi
24.	Bowser Light	Defeat Bowser in Story Mode with Yoshi	Yoshi

WARIO'S ROOM

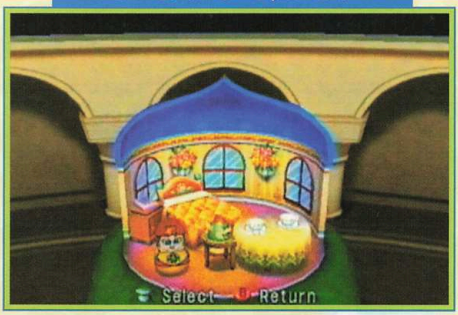
NO.	PRESENT	REQUIREMENTS TO UNLOCK	ROOM
25.	Wario's Motorbike	Defeat Toad in Story Mode with Wario	Wario
26.	Wario's Box	Defeat Goomba in Story Mode with Wario	Wario
27.	Wario's Recliner	Defeat Shy Guy in Story Mode with Wario	Wario
28.	Wario's Hamburger	Defeat Boo in Story Mode with Wario	Wario
29.	Wario Doll	Defeat Koopa in Story Mode with Wario	Wario
30.	Bowser Clock	Defeat Bowser in Story Mode with Wario	Wario

DONKEY KONG'S ROOM

NO.	PRESENT	REQUIREMENTS TO UNLOCK	ROOM
31.	Donkey Kong's Barrel	Defeat Toad in Story Mode with Donkey Kong	Donkey Kong
32.	Donkey Kong's Tree	Defeat Goomba in Story Mode with Donkey Kong	Donkey Kong
33.	Donkey Kong's Stand	Defeat Shy Guy in Story Mode with Donkey Kong	Donkey Kong
34.	Donkey Kong's Box	Defeat Boo in Story Mode with Donkey Kong	Donkey Kong
35.	Donkey Kong Doll	Defeat Koopa in Story Mode with Donkey Kong	Donkey Kong
36.	Bowser Object	Defeat Bowser in Story Mode with Donkey Kong	Donkey Kong

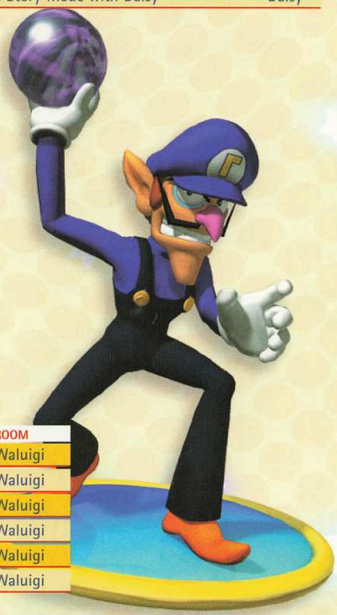


DAISY'S ROOM



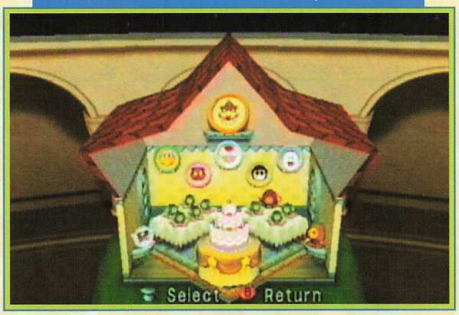
NO.	PRESENT	REQUIREMENTS TO UNLOCK	ROOM
37.	Daisy's Bed	Defeat Toad in Story Mode with Daisy	Daisy
38.	Daisy's Flowers	Defeat Goomba in Story Mode with Daisy	Daisy
39.	Daisy's Table	Defeat Shy Guy in Story Mode with Daisy	Daisy
40.	Daisy's Side Table	Defeat Boo in Story Mode with Daisy	Daisy
41.	Daisy Doll	Defeat Koopa in Story Mode with Daisy	Daisy
42.	Bowser Teapot	Defeat Bowser in Story Mode with Daisy	Daisy

WALUIGI'S ROOM



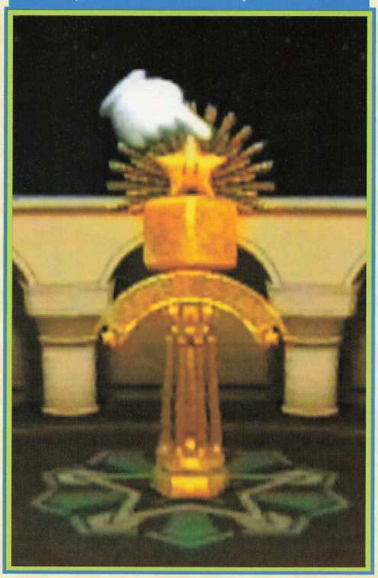
NO.	PRESENT	REQUIREMENTS TO UNLOCK	ROOM
43.	Waluigi's Calendar	Defeat Toad in Story Mode with Waluigi	Waluigi
44.	Waluigi's Shelf	Defeat Goomba in Story Mode with Waluigi	Waluigi
45.	Waluigi's Shower	Defeat Shy Guy in Story Mode with Waluigi	Waluigi
46.	Waluigi's Chair	Defeat Boo in Story Mode with Waluigi	Waluigi
47.	Waluigi Doll	Defeat Koopa in Story Mode with Waluigi	Waluigi
48.	Bowser Bath	Defeat Bowser in Story Mode with Waluigi	Waluigi

MINI-GAMES ROOM



NO.	PRESENT	REQUIREMENTS TO UNLOCK	ROOM
49.	Toad Plate	Clear 40 Pieces within 3 minutes in Jigsaw Jitters	Mini-Game
50.	Goomba Plate	Clear 15 Pages or more in Booksquirm or Challenge Booksquirm	Mini-Game
51.	Shy Guy Plate	Goal within 1 minute 30 seconds in Dungeon Duos	Mini-Game
52.	Boo Plate	Dive 7 seconds or more in Take a Breather	Mini-Game
53.	Koopa Plate	Goal within 45 seconds in Right Oar Left?	Mini-Game
54.	Bowser Plate	Goal within 60 seconds in Mario Medley	Mini-Game
55.	Toad's Teapot	Clear 30 Pieces within 2 minutes in Jigsaw Jitters	Mini-Game
56.	Birthday Cake	Clear Tournament Beach Volley Folly	Mini-Game
57.	Goomba's Clock	Knock down 100 dominos or more in Domination	Mini-Game
58.	Boo's Photo Stand	Goal within 10 seconds in Mario Speedwagons	Mini-Game
59.	Toad's Cup	Clear 20 Pieces within 1 minute in Jigsaw Jitters	Mini-Game

PRESENT ROOM



NO.	PRESENT	REQUIREMENTS TO UNLOCK
60.	Birthday Star Trophy	Get all 59 Items

HIDDEN PRESENTS

NO.	HIDDEN ITEM	REQUIREMENTS TO UNLOCK	NOTE
1.	Bowser's Gnarly Party	Appears in Party Mode after Bowser's Board is cleared	Any Difficulty, Any Character
2.	Expert Mode for CPU	Appears in Party Mode after you clear Story Mode on Hard	Any Character
3.	Expert Mode for Story Mode	Appears in Story Mode after you clear Story Mode on Hard	Any Character
4.	Customized Package	Appears in Party Mode and Story Mode after creating a custom package in Mini-Game Mode	
5.	Mini-Game list Bonus 1	Defeat Final Battle (Clear Bowser's Board and defeat Bowser in Story Mode)	Any Difficulty, Any Character
6.	Mini-Game list Bonus 2	Play Bowser Wrestling on Bowser's Board	Story Mode or Party Mode
7.	Mini-Game list Bonus 3	Play Panels of Doom on Bowser's Board	Story Mode or Party Mode

EXTRA ROOM

The Extra Room is where you and your friends can go when you have unlocked everything and don't feel like playing the same boards or Mini-Games. Consider this your reward for all your hard work. There are a lot of cool games in this room, and I suggest you try them all. The Beach Volley Folly is really addictive! Following is a list of all the games and how to unlock them.

MINI-GAMES IN THE EXTRA ROOM

NO.	HIDDEN ITEM	REQUIREMENTS TO UNLOCK	NOTE
1.	Mega Board Mayhem	None	
2.	Mini Board Mad-Dash	None	
3.	Panic Panel	Play Panels of Doom on Bowser's Board	Either in Story Mode or Party Mode
4.	Challenge Booksquirm	Play Booksquirm Mini-Game	Either in Story Mode or Party Mode
5.	Jigsaw Jitters	Play Photo Finish Mini-Game	Either in Story Mode or Party Mode
6.	Barrel Baron	None	
7.	Mushroom Medic	None	
8.	Doors of Doom	None	
9.	Bob-omb X-ing	None	
10.	Goomba Stomp	Play Tree Stomp Mini-Game	Either in Story Mode or Party Mode
11.	Ztar (Beach Volley Folly)	Complete all 10 items above	

THWOMP'S BACKROOM BALL

Thwomp has generously taken the time to make a fun little room for you and the other party guests. Thwomp seems to like team games more than his friend Whomp—all the games he has created are team-oriented and a lot of fun.

MEGA BOARD MAYHEM

Mega Board Mayhem
This board was designed by Thwomp. Get Mega-sized, and grab a lot of coins.
You start with 100 coins. Whoever has the most coins at the end wins.
START
BACK

Roll high numbers and only get Mega Mushrooms. Mini mushrooms will not help you on this board. The board is relatively small and there aren't any events that should hinder you too much. The premise of the game is to get mega-sized and run over your friends.

This game is very similar to a normal game of Mario Party 4, except that Thwomp doesn't want the Mini-Games to get in the way. In this version, you only collect coins from landing on the spaces and using items to steal them away from other players. There are no Mini-Games to be played here, so good dice usage is a must! The only way to avoid the nasty events on this board is to be mega-sized.

MINI BOARD MAD-DASH

Mini Board Mad-Dash
This board was designed by Thwomp. Go Mini-sized, and escape from danger.
You start with 100 coins. Whoever has the most coins at the end wins.
START
BACK

Perhaps Thwomp couldn't make up his mind what he liked better—the Mini Mushrooms or the Mega ones. So, he made a board for each. This is exactly like Mega Board Mayhem, except that the layout of the board is different, and to avoid events you need to use Mini Mushrooms. Hrm, so it's not exactly the same, but most of the rules are the same.

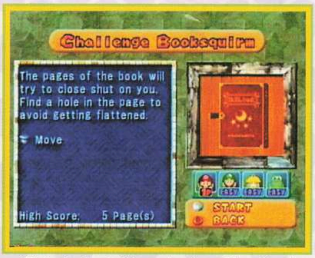
Collect coins and try not to spend too many of them buying items, because the games are usually short. Always have a Mini Mushroom on hand if you can. These are the only items you should purchase.

PANEL PANIC

Panel Panic
Choose a panel from 1-9. Then everyone rolls dice at the same time. The last one standing at the end wins.
Select
Choose a Panel
Roll the Dice
START
BACK

This is the same game as Panels of Doom, which you can play as a Bowser game. To see details about this game, refer to the Panels of Doom section of the Mini-Game chapter.

CHALLENGE BOOKSQUIRM


Challenge Booksquirm
The pages of the book will try to close shut on you. Find a hole in the page to avoid getting flattened.
Move
High Score: 5 Page(s)
START
BACK

This is just like playing the Booksquirm Mini-Game except, when one player is left, he can continue on to see how many pages he can conquer. To see tips on this game, take a gander at the Booksqurim section of the Mini-Game chapter.

WHOMP'S BASEMENT BROUHAHA

Whomp is a bit of a loner and it certainly is reflected in the games he created. All of the games found in his Brouhaha are single-player games with a record to beat.

JIGSAW JITTERS

In this version of Photo Finish, you have a choice of three puzzles divided up by the number of pieces each one holds. There are 20-, 30-, and 40-piece puzzles. Each puzzle has a record, and if you beat it within a certain time, you can unlock some presents.

TACTICS

Beating the default record time is easy, but to unlock certain items, you have to complete each puzzle at a much faster pace. You have to beat the 20-piece puzzle in less than two minutes. There is no easy way to accomplish this other than playing the same puzzle a few times in a row. If you are having trouble, study the picture closely beforehand, memorizing each character's location.

BARREL BARON

Barrel Baron
Find a rumbling spot, and press to dig for oil. For RUMBLE OFF settings, a "!!" will appear.
Move
Dig
(Dig three times to strike oil.)
High Score: 0 Barrel(s)
Gas Station Patron
START
BACK

In this game, the player is left alone to find oil in the desert with only a pickax. All you have to do is walk around the board until your controller starts to rumble and then hit the ground three times with your pickax.

TACTICS

The only trick is not to waste time on the slight rumbles. Keep looking until you find a spot that rumbles heavily, then strike the ground. One or two big finds gives you a lot more oil than two or three little ones.

MUSHROOM MEDIC

In Mushroom Medic, a line of patients waits on the screen. Each patient eats a mushroom, and one of the mushrooms is poisonous! It's up to you to use your stethoscope to find out who ate the poisonous mushroom and administer the cure. If you pick the wrong patient, then the one who ate the bad mushroom gets sick and falls over. To make things more difficult, each time you pick the right patient, the timer gets shorter and shorter.

Mushroom Medic
Try to figure out who ate the poison mushroom. The one who ate it will have a different heartbeat.
Move the Cursor
Choose
High Score: 0 Patient(s)
Unlicensed Internist
START
BACK

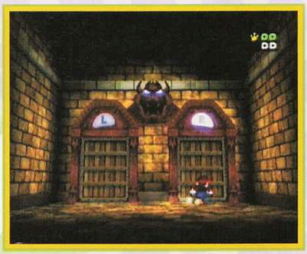
TACTICS

When you place the stethoscope on the patients, you can feel their heartbeats with the controller's Rumble Feature. The one that ate the bad mushroom has a different heartbeat from the rest of the patients. It's easy to tell the difference between the heartbeats. The only hard part is when the timer gets down to five seconds—at that point, just pick someone you haven't listened to yet.

DOORS OF DOOM

Doors of Doom
Choose the left or right door and go forward. One leads to the next room, and the other, well...
Open the Left Door
Open the Right Door
High Score: 0 Door(s)
Hapless Hero
START
BACK

This is probably the simplest game. You pick one of two doors. Behind one is Bowser, waiting to chase you away; behind the other is another set of doors, where you must choose again.



TACTICS

This game is a little rudimentary compared to the others and, therefore, it isn't quite as interesting. It's mostly blind luck, so tactics don't play a role.

BOB-OMB X-ING

Hordes of Bob-ombs chase you around and attempt to blow you up. They come at you from all directions. Thankfully, they have short fuses and when they start to explode, they stop, which should give you enough time to get away. The objective is to survive as long as possible. To accomplish this, all you have to do is run around.

TACTICS

Never stop moving. Circular patterns seems to work pretty effectively until you get cornered, in which case you should run into the horde and try working your way free before they start exploding.

GOOMBA STOMP

This is just like the Tree Stomp Mini-Game, except you pilot the robot and must stomp as many Goombas as possible. It's as simple as that.

TACTICS

Never turn around—move backward and forward. If you need to get to a corner, just steer that way, but once you hit the wall, don't try to turn around; just back up. You move just as fast backward as you do forward. Keep moving and stomp away.

ZTAR

Once you have unlocked the Ztar room, you can play the most addictive game in Mario Party 4: Beach Volley Folly. This game is way too fun, and with a little more effort, it could probably be a stand-alone game. Playing with a friend against the computer is really fun and a bit more challenging than you might expect. Following are tips on how to defeat the Battle Mode portion so you can win the Birthday Cake.

BEACH VOLLEY FOLLEY

Beach Volley Folly
This is 2-on-2 volleyball. Return the ball within 3 volleys. The first team to get 5 points wins.
Move
Hit the Ball
Jump
START
BACK

BATTLE MODE

In Battle Mode, you have to play against six computer teams. The first three teams' players are randomly chosen, but the fourth, fifth, and sixth teams are as follows: Koopa and Toad, Shy Guy and Boo, and Bowser and Koopa Kid. The first three teams are usually pretty easy. When you get to the arranged teams, it gets a bit harder. Some tips that work against every computer team are on the next page.

FREE MODE

In Free Mode, you can choose from all the characters in the game, including all the guides. This isn't like Battle Mode; here you play one game and then pick your characters all over again.

TACTICS

Serving to the right place is the key to each match. Place the ball in one of two locations: the lower-right corner as close to the net as possible and just on the line, or the upper-right corner, as far away from the net as possible. Don't worry if it's outside the lines—the computer will still go for it, which will bring the other computer opponent down for the volley and leave the entire court open. When the computer opponents manage to get the ball over the net, simply bump it to where they aren't. To hit the ball, simply be in the circle that indicates where the ball will land and press the required button. Once you enter the circle, you automatically set up for the best shot.

Lure your opponents to one side of the court, then hit the ball away from them before they can get back into position. This tactic works all the way up until the final battle with Bowser. Bowser must moonlight as a pro beach volleyball player, because he's truly a beast on the court. The only hope you have against him is to keep hitting the ball over the net—Bowser slides and dives all over the place. If you keep the ball in play, the computer will eventually crack and let one slip.

MARIO PARTY® 4 OFFICIAL STRATEGY GUIDE

by Paul Edwards

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An Imprint of Pearson Education
201 West 103rd Street
Indianapolis, Indiana 46290

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ISBN: 0-7440-0209-5

Library of Congress Catalog No.: 2002112244

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 02-1 shows that the first printing of the book occurred in 2002.
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ACKNOWLEDGEMENTS

BradyGames would like to extend special thanks to everyone at Nintendo of America, especially Cammy Budd and Amanda Bowes, for their gracious assistance and support. We also offer our gratitude to Randy Shoemake and the entire NOA Testing Group for their time and expert game knowledge. This guide would not have been possible without you.

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